

97

Buffalo Bills

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OFFENSIVE PROCEDURE

HUDDLE

Ball
7 Yards

LT LG C RG RT
X Z
Y R QB W

1. Center will set the huddle 7 yards from the ball, his back to LOS.
2. G's align next to center, T's next to Guards, hands on knees, head up, eyes on QB.
3. X and Z on opposite sides of huddle, hands on knees, head up eyes on QB.
4. Y, R, W, align as diagrammed, face the offensive line, hands on knees, head up, eyes on QB.
5. QB remains out of huddle until signals are received.
6. QB steps into huddle, talking stops, full cadence is given once. The C, X, Z sprint to their formation positions, The QB then repeats the snap count followed by "Ready-Break" (everyone claps hands and hollers "Break" on the command) and sprints to their assigned position. At the LOS each player will immediately assume his final stance. Usually X, Z, R, = 2 point stances, while OL, W, Y, = 3 point stances.
7. Huddle discipline and the huddle break are as important to the offense as any other phase of the game. The huddle is indicative of self pride and Team Pride! Each individual must make it his responsibility to have an excellent huddle.

HUDDLE SITUATION

The QB always makes his call in same sequence.

1. Formation (shifts or movement included).
2. Play
3. Starting Count

Example: Doc Right 36 Zone on Two

1. CADENCE

The cadence is a combination of words and numbers used in a rhythmic count. The cadence must be used as a weapon by the offensive team.

A. Our cadence will be:

Set - Alerts team that ball is ready to snap. Never a starting count.
Go - Used as 1st sound count, or as hard count to draw defense offsides.
Color - Number - Dummy calls unless "Live" color is used to change play.
Color Number -
Hut - rhythmic
Hut - rhythmic
Hut - rhythmic

B. Our possible starting count will be on:

Go - 1st sound and used in 2 minute or no huddle situations.
Hut - one
Hut - two
Hut - three

C. NO Snap:

QB may call formation and "no snap". This alerts team that we will attempt to draw the defensive offsides. If we are unsuccessful the QB will be instructed to either use a time out, or take the delay penalty. We will not snap the ball under any circumstances.

II. AUTOMATIC/CHECK OFF - TWO PLAY OFFENSE

A. We will automatic or check off our offense in the following ways:

1. Color System will be used if the QB has not alerted the team in the huddle.

Ex: In the huddle QB calls 34 on "1"; at the LOS the QB calls "Set, Go, Green 36, Green 36, the play will be 36 on "1".

2. "Alert:" at the LOS - This is used to take advantage of defensive teams alignment and allows us to choose between Run or Pass plays. (Pass to Run or Run to Pass).

Ex: In the huddle QB calls 1st 21 Brush Alert 98: on "1". At the line the QB calls "Set, Go, Green 98, Green 98, Hut". Play will be 98.

3. Check with me - This is used to take advantage of defensive team's alignment to choose between the same type of play. (Run to Run, Pass to Pass).

Ex: In the huddle QB calls "Check with Me 36/37 Zone". At the LOS the QB calls "Set, Go, Green 36, Green 36, Hut." Play will be 36 Zone.

4. Opposite - This is used in the same manner as check with me. During the cadence, the QB can call "opposite, opposite" to change the play to the same play in the other direction.

***NOTE:** After any form of live color or check, the snap remains as called in the huddle.

III. Hole numbering system:



- A. Holes are numbered over the butt of the offensive lineman, but are only used for general attack points.
- B. Even numbers always go to the right of the center. (0,2,4,6,8)
- C. Odd numbers always go to the left of the center. (1,3,5,7,9)
- D. The center's right hip is 0, his left hip is 1.

IV. Formations and Sets:

A. Personnel Identification

- 1. X - Split end. Aligns away from call. Aligns on the LOS. Tite call = align as TE next to weak OT.
- 2. Z - Flanker. Aligns to call unless slot. Aligns on the LOS unless call (slot, Trey) or motion (Zip, Zoom) dictate otherwise.
- 3. Y - Aligns in FB spot in backfield for 2 back sets. (I, NEAR, Far) Aligns to call side and off LOS in one back sets (T & D words) unless call (Trey, Doc, Deuce) dictates otherwise. Can be a TE, RB, or WR type player.
- 4. W - Aligns in TE spot and off LOS in 2 back sets (I, Near, Far), unless Z is in motion (Zip Zoom), Aligns toward (T words) or away (D words) from Y in one back sets, and off the LOS unless call (trump) dictates otherwise. Can be a TE or WR type player.
- 5. R - Aligns in Tailback position, directly behind QB in all formations unless call (Brown, Tan) dictates otherwise.

B. Directional Call - Determines Strong

C. Formation Terms (see diagrams)

1. 2 Back Terms

- a. I-Y aligns directly behind QB, R in tailback position.
- b. Near - Y aligns directly behind strong OT. R in tailback position.
- c. Far - Y aligns behind weak OT. R in tailback position.
- d. Split - Y aligns behind strongside tackle. R align behind weakside tackle.
- e. Slot - tells Z to split difference between weak OT and X away from strength. Tells W to align on LOS.

2. 1 Back terms (see diagrams)

- a. 3/1 sets - 3 receivers (Y, W, Z) align to strong side. 1 receiver (X) align to weak side. Designated by words starting with "T".
 - 1. Trips
 - 2. Trey - Y on LOS. Z off LOS

3. Fly - Motion to formation. Leave after 2nd color. (i.e. Fly to near right)
4. Leap - Motion away from formation. Leave after 2nd color. (i.e. Trips right leap)
5. Fake Leap - start motion to offside A gap, then return to original alignment. Leave after 1st color. (i.e. Double right fake leap)

D. W Alignment and Movements

1. 2 back sets. Align to call. Align off LOS. 1x1 yard. Split from OT.
2. 1 Back sets.
 - a. T words. Align to side of call. Align off LOS
 1. Trips - 1-2 feet outside Y.
 2. Trey - Same as trips.
 3. Train - Split difference between Y & Z.
 4. Twins - Align 5-8 yards outside of Z.
 5. Trump - on LOS. Align 2-3 yards outside OT
 - b. D words. Align away from call.
 1. Doc - off LOS, align 1x1 yard from OT
 2. Double - off LOS, split difference between X & OT
 3. Dual - Off LOS Align 5-8 yards outside of X
 4. Deuce - on LOS. Align 1-3 ft. from OT
3. Walk - Pre align in designated position and motion to formation called. Leave after 2nd color (i.e. walk Trey right).
4. Rip - Pre align in formation called and motion to right. Leave after 2nd color.
5. Liz - Pre align in formation called and motion to left. (i.e. Trey right Liz)
6. Fake Rip/Fake Liz - Short Motion across formation to offside A gap then return to original formation. Leave after 1st color. (i.e. Trey Right Fake Liz)
7. Bang - Short motion toward ball, but not crossing center. (wham) Leave after 2nd color

*NOTE: "W" will have the most motion responsibility. Must be able to "Walk To" a formation or start in a formation and motion right or left. (Rip/Liz) Generally: 2-2 to 3-1 = Walk, and 3-1 to 2-2 = Rip or Liz.

E. R Alignments and Movements

1. Normal (1 or 2 back) Behind QB with feet at 7 yards from ball. (Referred to as "Q" position)
2. Tan - offset strong. Align at 4-1/2 yards directly behind OT
3. Brown - offset weak. Align at 4-1/2 yards directly behind OT
4. Rex - motion right. Leave after 1st color
5. Lex - motion left (i.e. Trey right Lex)

*NOTE: R will always move out of formations; thus Rex/Lex calls will come at the end of the formation call.

F. Shifts

1. Shift - Y trade sides of formation on SET command.
2. Stem - W move in to out, or out to in on SET command.
3. Train - W split difference Y and Z
4. Twins - W align outside of Z
5. Trump - (Bunch set) W is on LOS. (in 3-1 sets)
6. Trio - (Bunch set) Y on LOS, W off

b. 2/2 Sets -

1. "D" words - Y and Z align to call side, W and X align away from call
 - a. Doc - W align in 1x1 from weak OT. (Y on LOS)
 - b. Double - W split difference of X and weak OT
 - c. Dual - W align outside of X
 - d. Deuce - Y and W on LOS, X and Z off
2. "F" words - slot combinations with Y and W aligning to call side X and Z align away from call
 - a. Float - Brown Trey, Slot R/L
 - b. Fleet - Brown Trey, Slot with X and Z close (Bunch R)

C. Direction and Backfield

1. Right/Left - Directs strength
2. Brown - moves R away from Strength: (weak)
3. Tan - Moves R toward Y (strong)

*Note - Brown or Tan can be added to any 1 back set.

V. Motion & Movement

Motions and movements are designed to allow us the flexibility to move personnel in and out of formations, or to create a numerical advantage.

A. Z movements & Alignments

1. Normal - align on the LOS using split rules
2. Slot - opposite call, off ball, split difference between X & OT
3. Close - To call, off ball, 1 yard from Y
4. Zip - Short motion toward, but not over the formation. Leave after 2nd color call. (i.e. zip to trump right)
5. Zoom - Long motion across the formation. Leave after 1st color call. (i.e. zoom to trey right)
6. Fake Zoom - start zoom to offside A gap then return to original position. Leave after 1st color call.
7. Zing - Zoom to close (wing) alignment.
8. Zap - Used in 3TE formations. Start in Close alignment and Zing away from strength. (Also, Fake Zap)

*NOTE: Z motions can be called before or after the formation call to help us get Z into the most advantageous position by play.

B. X Alignments

1. Normal - align on the LOS using split rules
2. Tight - opposite the call. On LOS 1-3 foot split from OT

C. Y Alignment and Movements

1. 2 Back Sets. Align in backfield according to call. 3 point stance. Heels at 4 yards from ball. Near/Far align feet directly behind OT
2. 1 Back sets. Align to call. Off LOS 2-1/2 ft split from OT

3. Move-Combination of shift by Y, and stem by W.
4. Hop- Shift by W.
5. Shop- Shift by Y, and Hop by W.
6. Scatter- 5 man movement by X, Z, Y, W, R, to combat crowd noise. OL breaks and sets as usual, others wait for OL, then sprint to final alignment and ball is snapped on first sound.

G. Miscellaneous:

We will also develop some one word combinations that carry both the set and a particular movement.

VI. Run Game Structure:

A. 1st Digit = Action

1. Teen = Quick Series, Fast hitting plays.
2. 20 = Draw
3. 30 = Zone blocking series, including Whams.
4. 40 = Lead/power series (Separate defense)
5. 50 = Counter Series
6. 100 - Underneath ball handling, always hardball action unless draw. (20, same).
7. Same = Same ball handling and same side of play.
R slide to Mesh Point, then go. (Draw Action)

B. 2nd Digit - Hole Number

C. Tag - defines block combinations (Zone, Wham, Lead, Paint, Brush, Power, Swap, Truck - See run diagrams)

VII. Passing Game Structure

Routes called by a combination of words and numbers.

A. Protection Defined by words

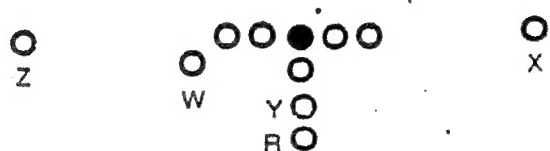
1. SCAT - Uncovered lineman dual read to side of call.
R check #3 weak. Hot receiver built in or hot adjust strong vs. 2 blitzers strong. WR (X) breakoff weak vs. 4 weak. QB on 5 or 7 step drop.
2. 90 SERIES - Aggressive scat rules. QB on Qk 5 step drop.
No hots or breakoffs. (built in) Y slam release. (must communicate to OT).
3. CUBS - R dual read to side of call. OL slide away from call.
Same hot and sight rules as scat including 5 down = hot 1 blitz to call side.
4. SCRAM - Uncovered weak lineman dual read to side of call.
R free release weak, hot off of #4 rusher. Y and W check out of #3 and #4 strong. WR (X) breakoff weak vs. 4 weak. QB on 5 or 7 step drop.

5. OTTO - Scram max. No hots or breakoffs. Can protect vs. 4 rushers either side. (R check #4 weak) QB on 5 or 7 step drop.
6. RUN PASS - Block like a pass protection. Usually calls for some type of slide. (322/323 - 256/257 - 242/243)
7. FRANK PASS - Block like the actual run play. (36/37 Frank - 56/57 Frank)
8. ROLL PASS - Pass with QB setting in onside B gap.

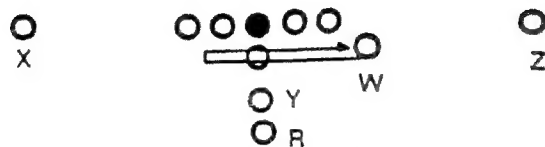
C. Tag words

1. Two man combinations between R and Y.
 - a. Over - Crossing action. Y = 2/drag, R = sneak
 - b. Wide - Stretch field horizontally. Y = out, R = out.
 - c. Ricky/Lucky - both moving in same direction.
Y onside = out, Y offside = 4/pivot. R onside = out, R offside = sneak.
2. Two man combinations between inside and outside receivers on same side (X/W, Z/Y)
 - a. BOSTON - Outside = 5, inside = 9 on both sides
 - b. SMASH - Outside = smash, inside = 7
 - c. SWITCH - Change in assignments of two outside receivers to one side.
 - d. READ - Inside Receiver 3 Read, Outside Receiver Hitch.
3. Two man combinations between two inside receivers. (Y, W)
 - a. T - Change in assignments of two inside receivers to 3-1 side.
 - b. Y UNDER - Y = 2 route, W = 8 route (R checkdown behind 2)
 - c. WING UNDER - Y = 8 route, W = 2 route
4. 3 man combinations. Options routes = cities.
 - a. WACO - W = option, Y = 8 route, Z = 5 route
 - b. YUMA - Y = option, W = 8 route, Z = 5 route
 - c. ZAIRE - Z = option, Y = 8 route, W = 7 route
 - d. VEGAS - Y = option, W = 7 route, Z = 8 route
 - e. RENO - R = option, X = 8 route, Z = 7 route (Slot)
5. 3 man combinations. Curl game = animals
 - a. ZEBRA - Z = 4 route, Y = 4/pivot, W = 1/flat
 - b. ZEBRA T - Z = 4 route, Y = 1/flat, W = 4/pivot
 - c. WOLF - W = 4 route, Y = 1/flat, Z = 4/pivot (Trump)
 - d. FOX - X = 4 route, Z = 4/pivot, R = flat (Slot)

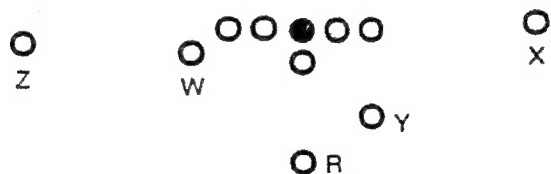
I LEFT



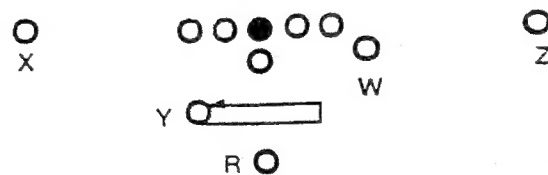
I RIGHT FK LIZ



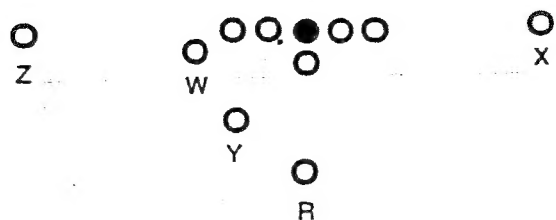
FAR LEFT



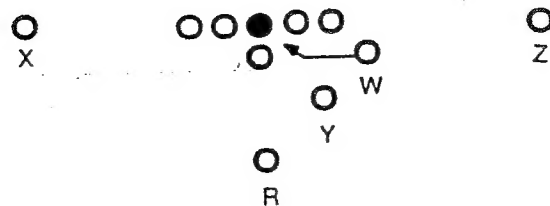
FAR RIGHT FK LEAP



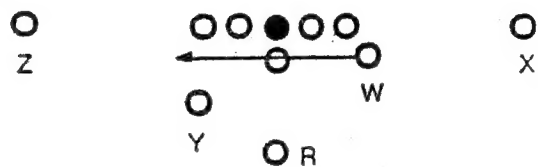
NEAR LEFT



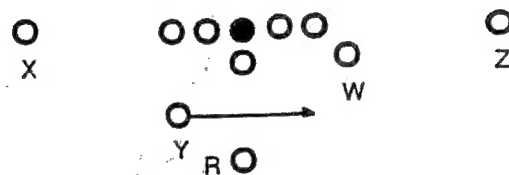
NEAR RIGHT BANG



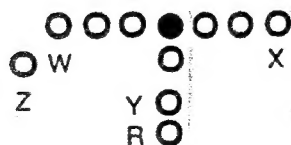
WALK TO NEAR LEFT



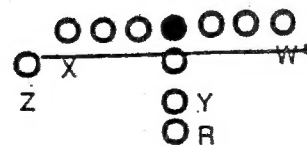
FLY NEAR RIGHT



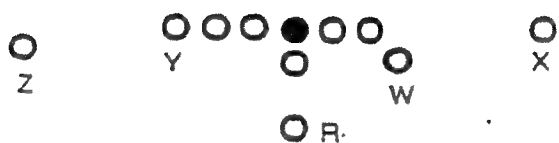
LEFT (I LEFT TITE CLOSE)



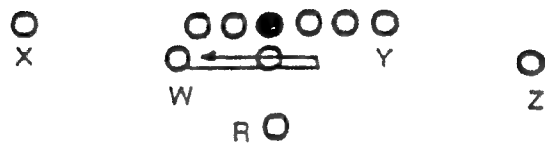
ZING RT (I RT TITE CLOSE)



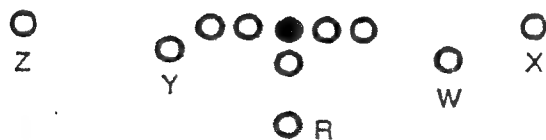
DOC LEFT



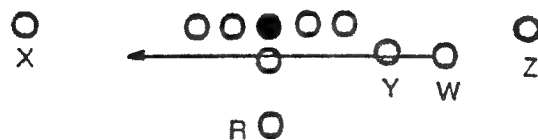
DOC RIGHT FAKE RIP



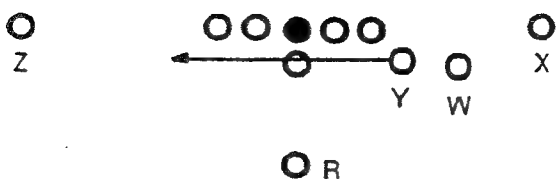
DOUBLE LEFT



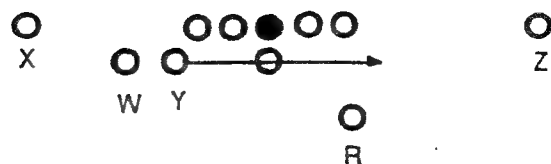
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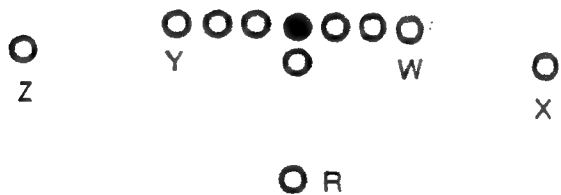
FLY TO DOUBLE LT



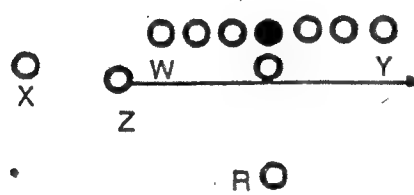
FLY TAN DOUBLE RIGHT



DEUCE LEFT



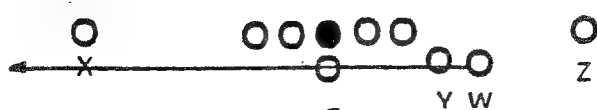
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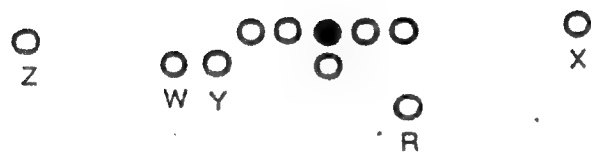
DUAL LEFT



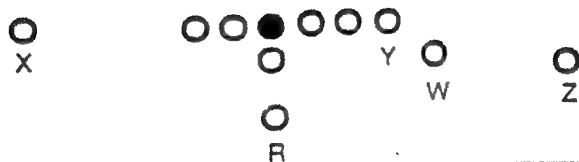
TRIPS RT LONG LIZ



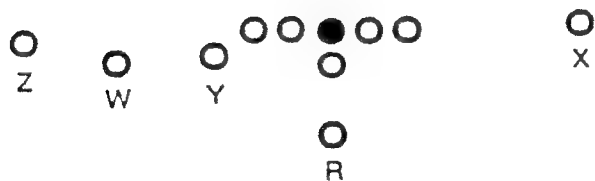
BROWN TRIPS LEFT



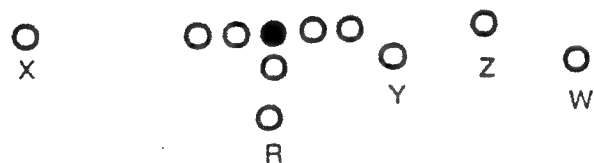
TREY RIGHT



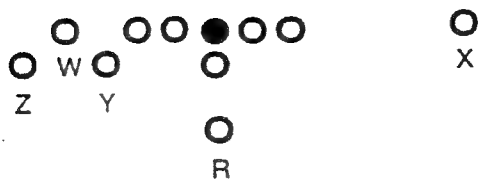
RAIN LEFT



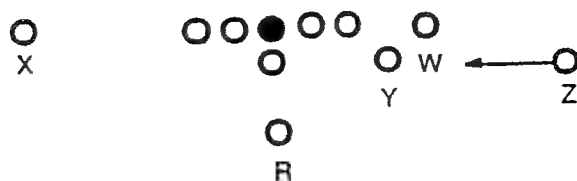
TWINS RT



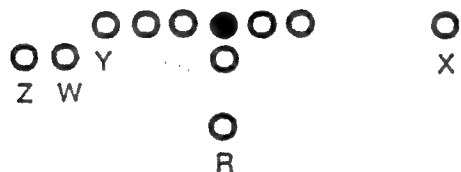
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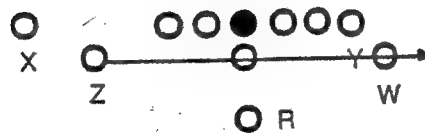
ZIP TO TRUMP RIGHT



TRIO LEFT



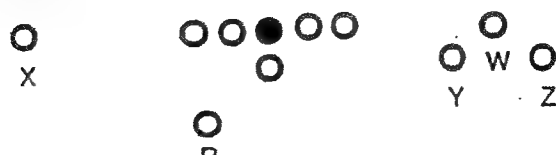
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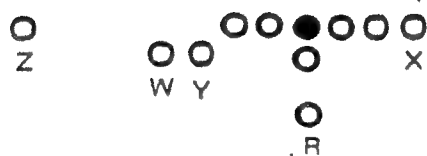
CANNON LEFT (AUTO BROWN)



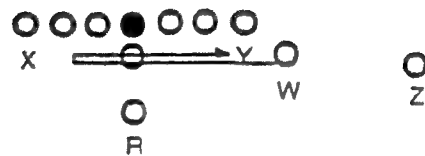
CANNON RIGHT(EXPENDED TRUMP)



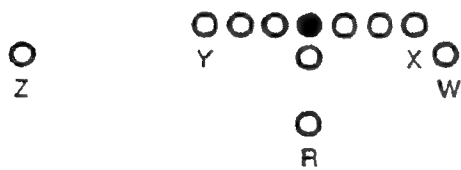
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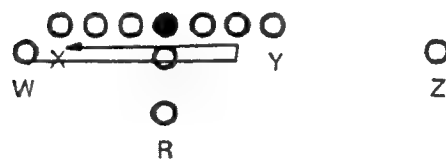
TREY RIGHT TITE FAKE LIZ



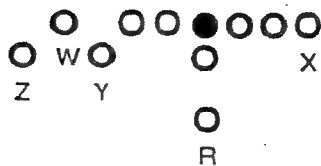
DOC LEFT TITE



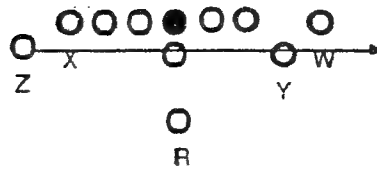
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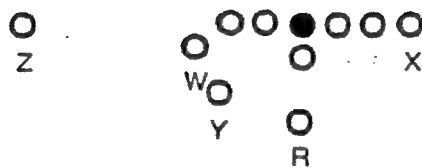
TRUMP LEFT TITE



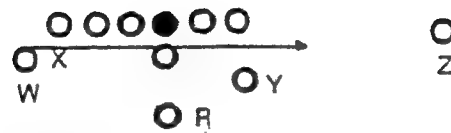
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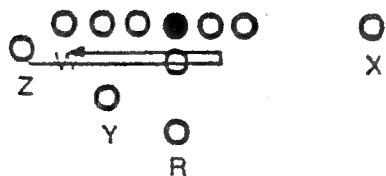
NEAR LEFT TITE



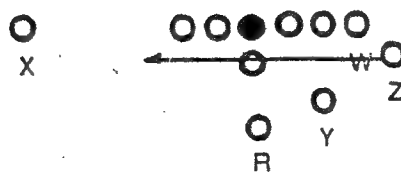
WALK TO NEAR RIGHT TITE



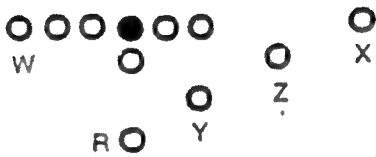
NEAR LEFT CLOSE FAKE ZAP



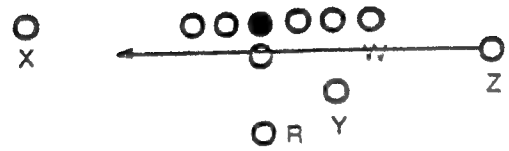
NEAR RIGHT CLOSE ZAP



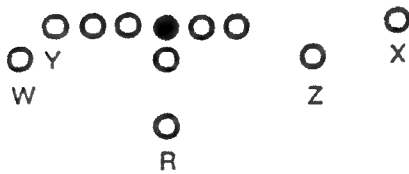
FAR LEFT SLOT



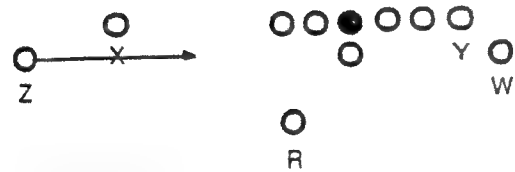
ZOOM NEAR RIGHT SLOT



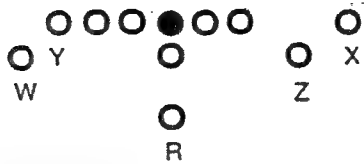
FLOAT LEFT



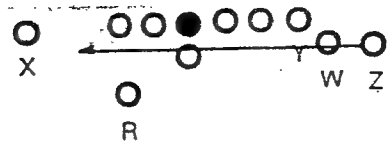
ZIP BROWN FLOAT RIGHT



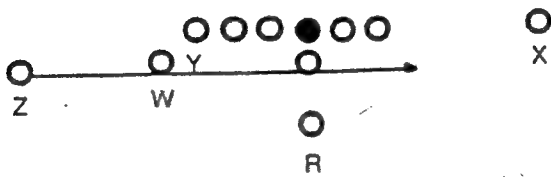
FLEET LEFT



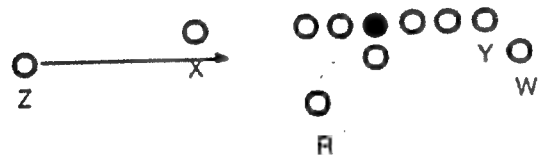
ZOOM BROWN FLEET RIGHT



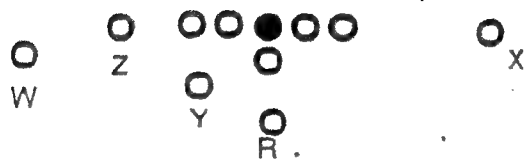
ZOOM TO FLOAT LEFT



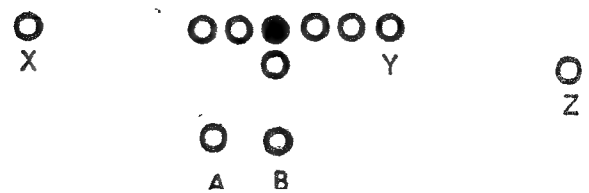
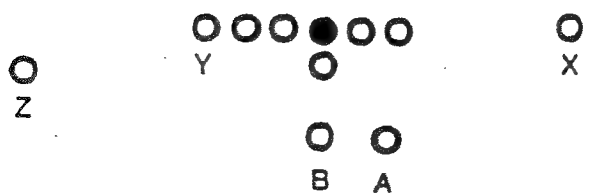
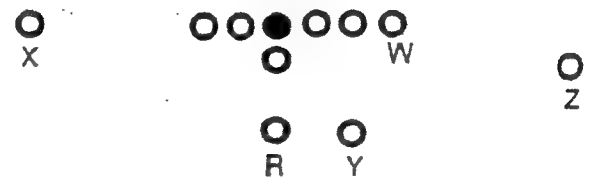
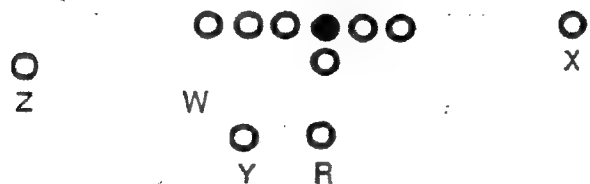
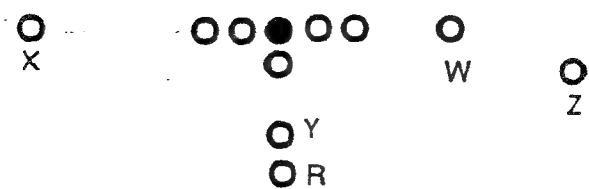
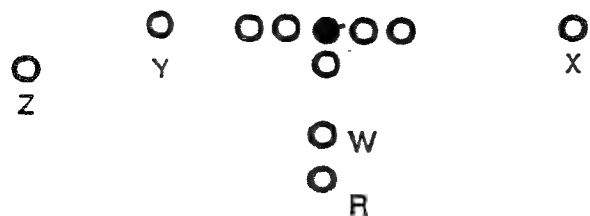
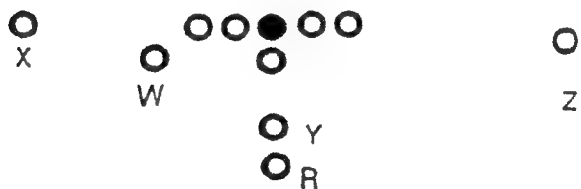
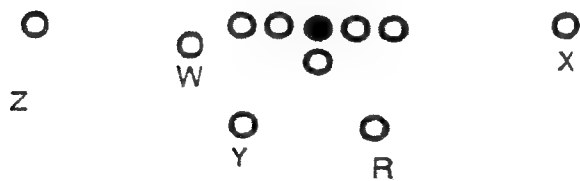
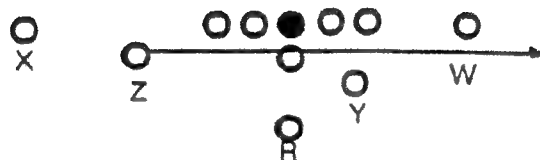
ZIP BROWN FLEET RIGHT



SQUEEZE LT



ZING TO SQUEEZE RT



OFFENSIVE TERMINOLOGY

ACE -	(personnel group) 1 RB (R) 2 TE (Y,W), 2 WR.(X,Z)
ALERT at LOS -	This is used to take advantage of the defensive team's alignment and allows us to choose between Run or Pass plays. (Pass to Run or Run to Pass)
BANG -	Short motion by Y, without crossing the ball
BOSS -	Backers over strong
BOSTON -	(both sides) 2 man combination route between inside and outside receiver on same side. Base on both sides.
BOW -	Backers over weak
BROWN -	"R" offset weak. Align at 4 ½ yards directly behind OT.
CADENCE -	The cadence is a combination of words and numbers used in a rhythmic count. The cadence must be used as a weapon by the offensive team
CHECK WITH ME-	This is used to take advantage of defensive team's alignment to choose between the same type of play. (Run to Run, Pass to Pass.)
CLOSE -	"Z" to call side, off ball, 1-3 yards from "Y"
COLOR SYSTEM -	Method used to call plays in automatic or 2 minute offense
DELAY -	Route that threatens outside, and breaks back underneath inside ("R")
DIG -	2 man combination route between inside and outside receiver on same side. Outside = deep 6 Inside = 6
I -	Y aligns directly behind QB. R in tailback position
FAKE LEAP -	"Y" start motion to offside "A", then return to original alignment

- FAKE MOTIONS** - Start motion to offside "A", then return to original alignment.
(Fake Zoom, Zing, Rip, Liz)
- FAR** - "Y" align behind OT away from call side, R in tailback position.
- FOX** - 3 man combination - curl game (X curl)
- FLY** - "Y" motion to formation
- HIDE** - A route that threatens inside then breaks flat outside ("R")
- HOP** - Wing trade one side to other
- JUMBO** - 2 RB (R, Y), 3 TE (W, X, Z)
- LEAP** - "Y" motion away from formation
- LIZ** - Wing movement from 3/1 to 2/2 set
- LONG MOTIONS** - Leave after 1st color: Zoom, Fake, Walk to Train
- LOCK** - A pass route that is not converted
- MOVE** - Combination of shift by Y, and stem by W
- NEAR** - "Y" align behind call side OT. R in tailback position
- NORMAL FOR "R"** - Aligns in Tailback position. Also referred to as "Q" position
- OPPOSITE** - This is used in the same manner as check with me. During the cadence, the QB can call "opposite, opposite" to change the play to the same play in the other direction.
- OVER** - Tag word for 2 man combination route between Y & R
- OVER STACK** - Over defense with LB over strong side OT
- RENO** - Option route by R
- RICKY/LUCKY** - Tag word for 2 man combination route between Y & R

RIGHT/LEFT -	Determines strength (W&Z)
RIP -	Wing movement from 3/1 to 2/2 set
ROLL PASS -	GL Play Action Pass
SCAT -	Pass protection that the first uncovered from the call side has a dual read and the "R" will have a blocking assignment
SCATTER -	Form of 5 man movement used vs crowd noise (X,Z,Y,W,R)
SCOOP -	Inside zone combo (BST & BSC)
SCRAM -	Uncovered weak lineman dual read to side of call. R free release weak, hot off of #4 rusher. Y and W check out off of #3 and #4 strong.
SHIFT -	Y trade sides of formation on SET command.
SHOP -	Both wing and Y shift from one side to the other
SIFT -	Backside cutoff (1st & 2 nd levels)
SLOT -	Both WR's align opposite call side, tells Z to split difference between weak OT and X away from strength. Tells W to align <u>on</u> LOS.
SHORT MOTION -	Leave after 2 nd color. Tackle box motions
SMASH -	2 man combination route between inside and outside Receiver on same side. Inside = 7 route. Outside = Smash route.
90's -	Aggressive scat rules. QB on 3 step drop. No hots or breakoffs. (built in) Y slam release. (must communicate to OT.)
STEM -	Wing move in to out, or out to in on SET command
SWITCH -	2 man combination route between inside and outside Receiver on same side. Inside = reverse seam, 5 route. Outside = seam release, 9 route

SWITCH/SMASH - 2 man combination route between inside and outside Receiver on same side. Inside = reverse seam, smash. Outside = seam release, 7 route

T - Y and W trade assignments.

TAN - "R" offset strong. Align at 4 ½ yards directly behind OT.

TITE - "X" align tight opposite call side.

TREY - Gap block between FST & TE.

W - Aligns in TE spot and off LOS in two back sets. Aligns toward (T words) or away (D words) from Y in one back sets

WACO - Option Route by W

WALK - Wing movement from 2/2 to 3/1 set

WIDE - Tag word for 2 man combination route between Y & R

WING UNDER - 2 man combination route between 2 inside receivers

VEGAS - Option route by Y

X - Split end. Aligns away from call. Aligns on the LOS

Y - Aligns in FB spot in backfield for 2 back sets. Aligns to call side and off LOS in one back sets

"Y" UNDER - Two man combination between two inside receivers

YUMA - Option route by Y

Z - Flanker. Aligns to call and on the L.O.S.

ZAIRE - Option Route by Z

ZEBRA - 3 man combination - curl game (Z)

ZEBRA "T" - 3 man combination - curl game (Z curl, W & Y switch routes)

ZIP - short motion toward, but not over the formation (Z)

ZOOM - Long motion across the formation to a normal flanker alignment (Z)

ZING - Short Zoom to a close alignment (Z)

2/2 SETS: A. "D" words - Y and Z align to call side, W and X align away from call.

1. Doc - 2/2 set
2. Double - 2/2 set
3. Dual - 2/2 set
4. Deuce - 2/2 set

B. "F" words - slot combinations with Y and W aligning to call side X and Z align away from call.

1. Fleet - 2/2 set
2. Float - 2/2 set

3/1 SETS - 3 receivers (Y,W,Z) align to strong side. 1 receiver (X) align to weak side. Designated by words starting with "T".

1. Trips - 3/1 set
2. Trey - 3/1 set
3. Train - 3/1 set
4. Twins - 3/1 set
5. Trump - 3/1 set
6. Trio - 3/1 set

3 TITES - 1 RB (R), 3 TE (Y, W, X or Z), 1 WR (X or Z)

3 WIDES - 1 RB (R), 1 TE (Y), 3 WR (W, X, Z)

4 WIDES - 1 RB (R), 4 WR (Y, W, X, Z)

TABLE OF CONTENTS

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DEFENSE DEFINITIONS AND TERMINOLOGY

NOMENCLATURE

DEFENSIVE PERSONNEL ABBREVIATIONS:

Line Men T - Tackles
 E - Ends
 N - Nose (only used in 3-4 or 5 down looks)

Linebackers S - Stub - outside LB to the strong side
 M- Mac - Mlb in 4-3
 B - Buc - outside LB to weak side

Def. Backs C - Corners
 S/S - Strong Safety
 W/S - Weak Safety
 Nickel - 5th Defensive Back
 Dime - 6th Defensive Back

IDENTIFYING THE 5-DOWN PERSONNEL:

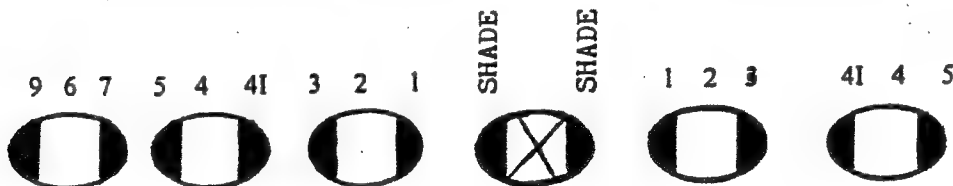
5-DOWN = DOUBLE SINK

5-DOWN WITH A "DUBS" 46 OVER OR UNDER

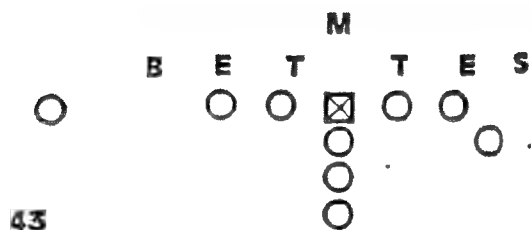


DEFENSIVE LINE TECHNIQUES

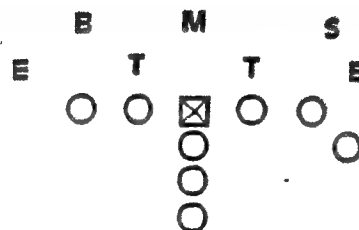
We will label defenders on the LOS with numbers and we call them techniques.
We identify the alignments of the defenders using their techniques.



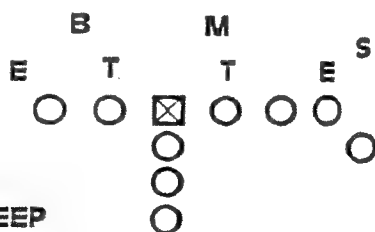
FRONTS



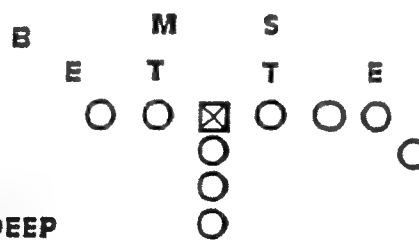
43



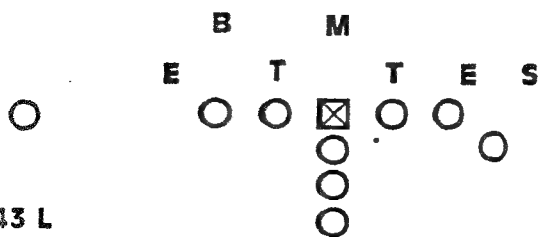
43 STACK L



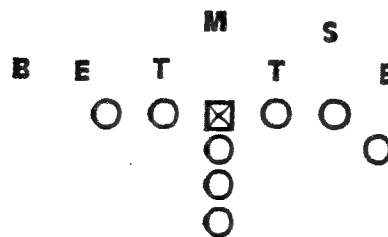
43 BOSS-2 DEEP



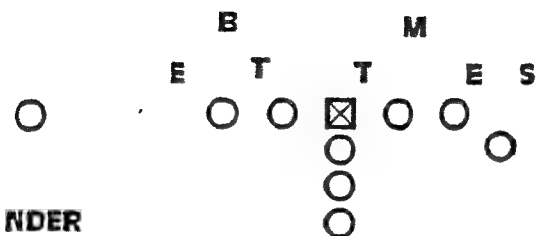
43 BOW-1 DEEP



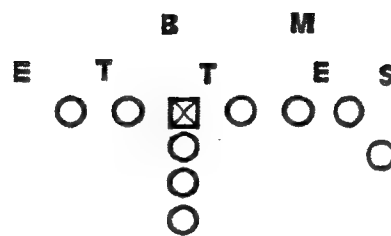
43 L



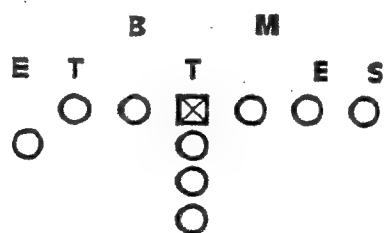
43 STACK



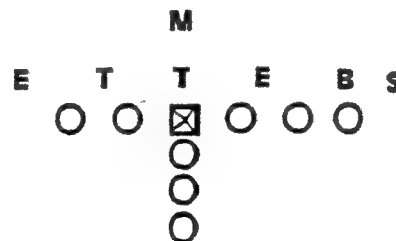
UNDER



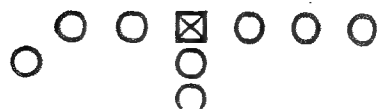
UNDER BOSS



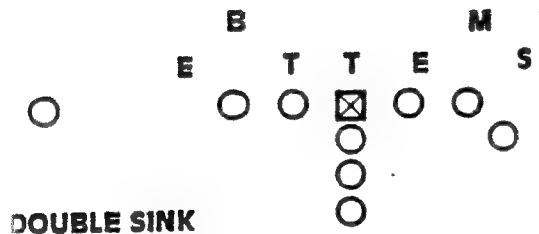
UNDER KC



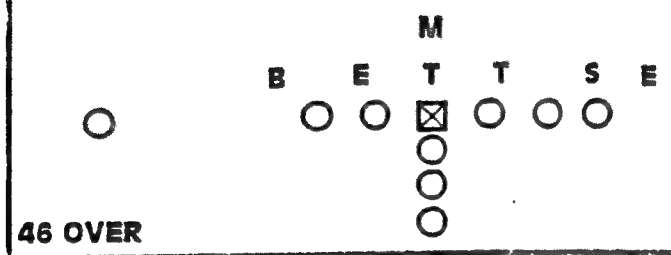
46 UNDER



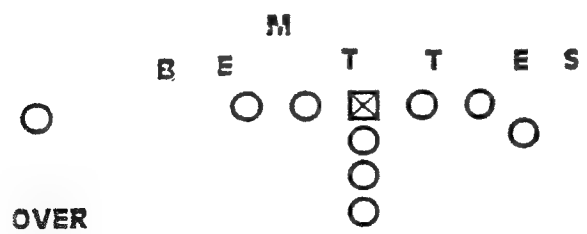
FRONTS



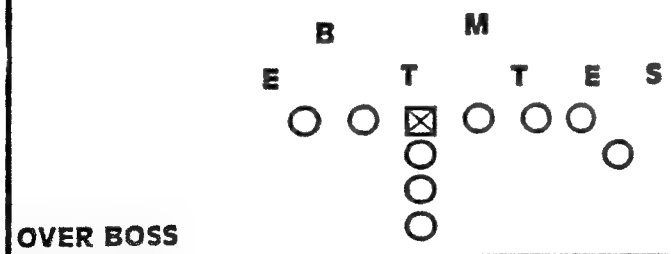
DOUBLE SINK



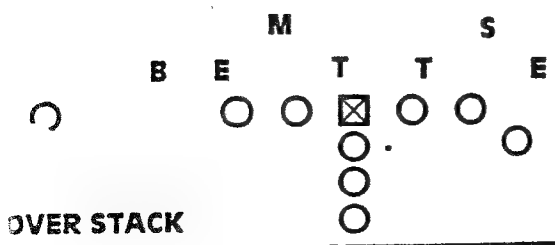
46 OVER



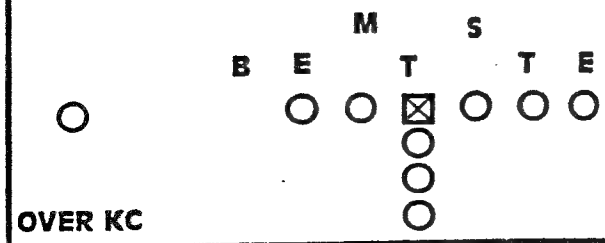
OVER



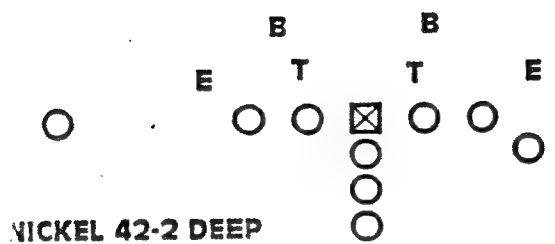
OVER BOSS



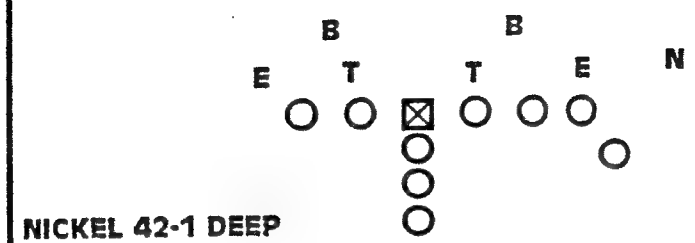
OVER STACK



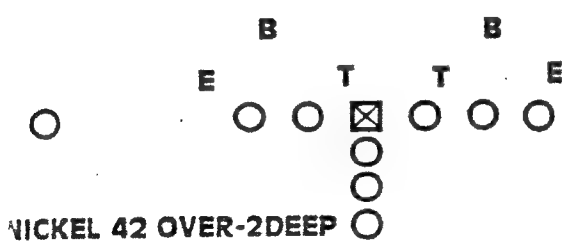
OVER KC



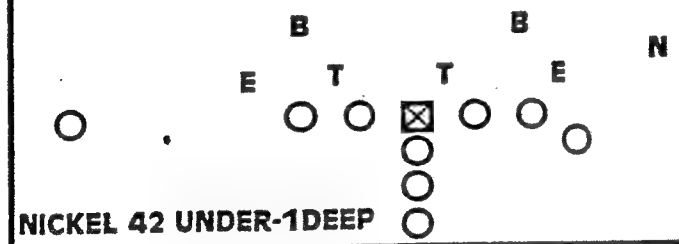
NICKEL 42-2 DEEP



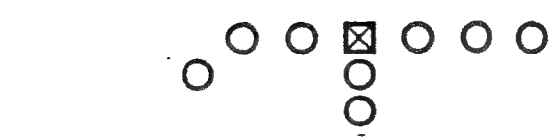
NICKEL 42-1 DEEP



NICKEL 42 OVER-2DEEP



NICKEL 42 UNDER-1DEEP



LINE STUNTS

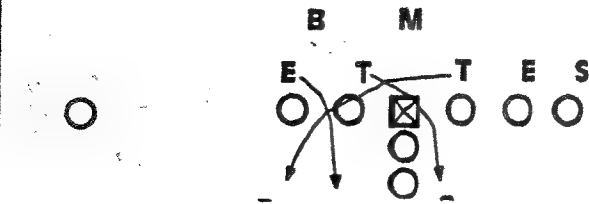
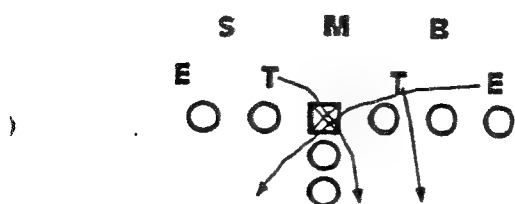
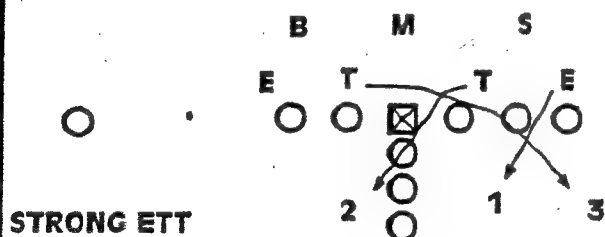
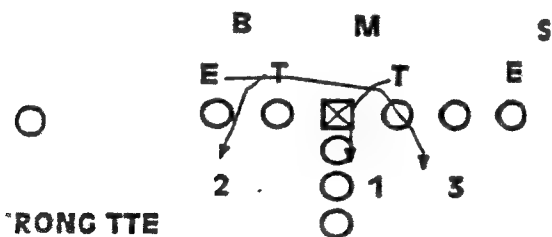
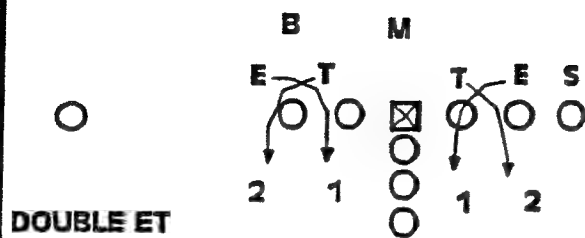
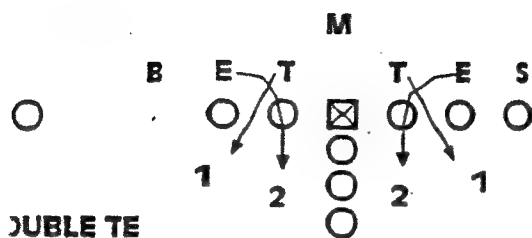
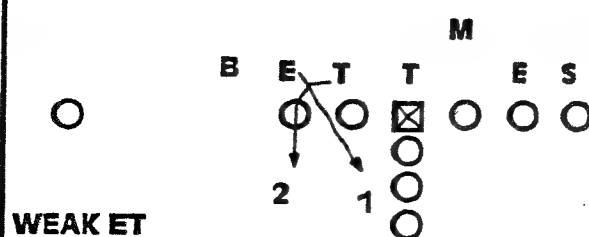
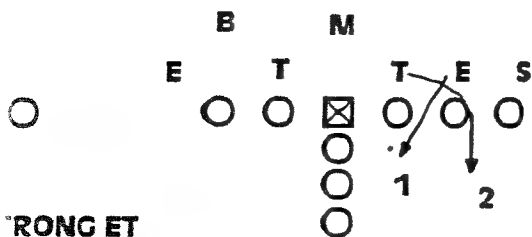
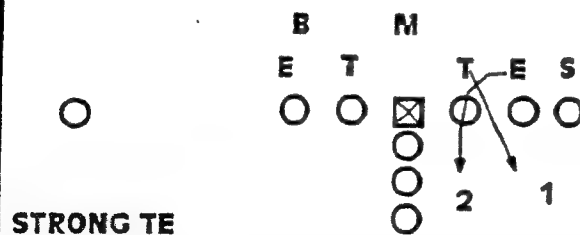
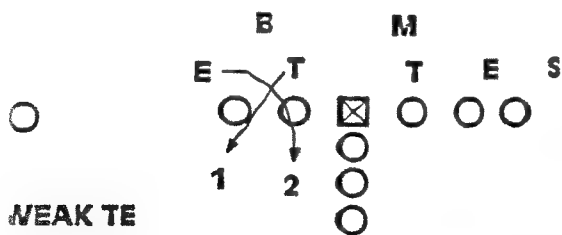
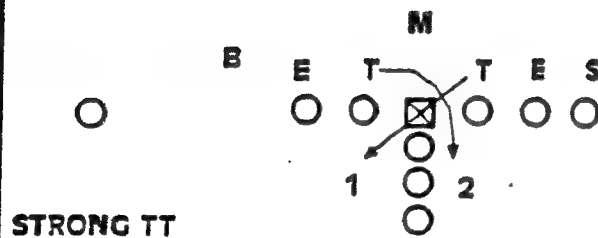
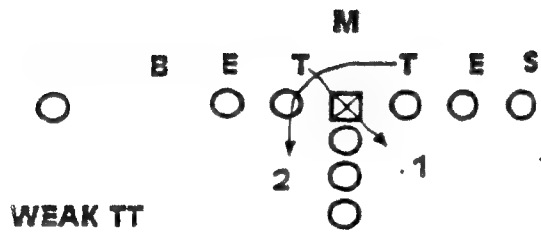
Line stunts involve defensive linemen when they are making directional charges or cross charges. In some instances the cross charge may involve a defensive lineman and a linebacker.

When a cross charge involves the defensive tackles or a defensive end, we designate the stunt as a twist. We further describe the stunt by designating the player that stunts first; i.e. Weak twist in which the weak DT goes first and the weak DE goes behind him is a "Weak TE". A 3-4 or 5 - down twist in which the Nose goes first and the tackle goes behind could be a "Weak NT".

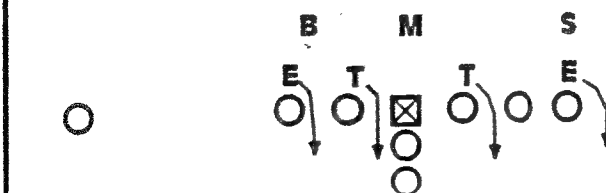
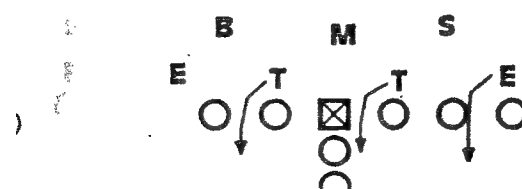
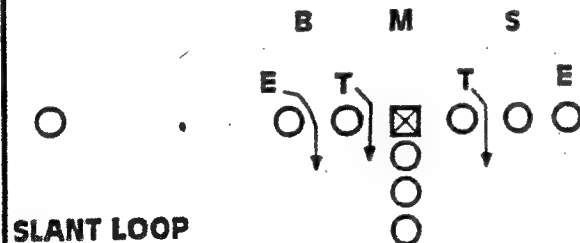
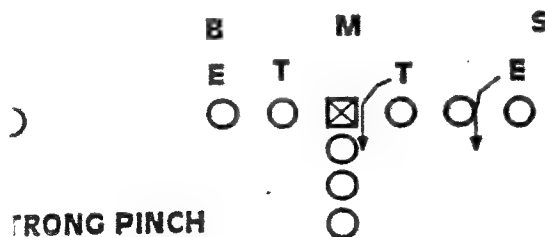
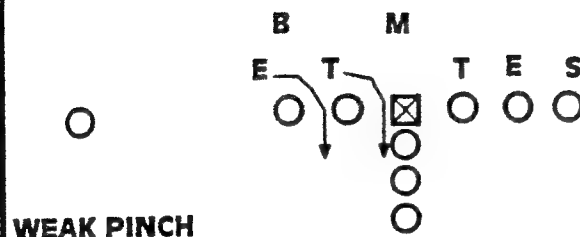
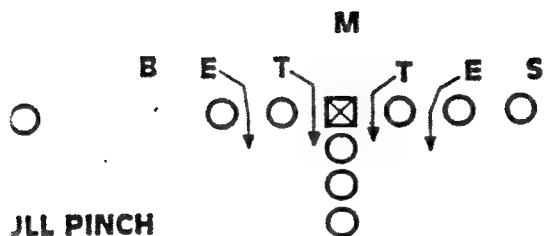
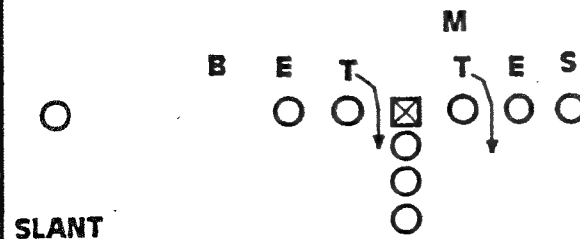
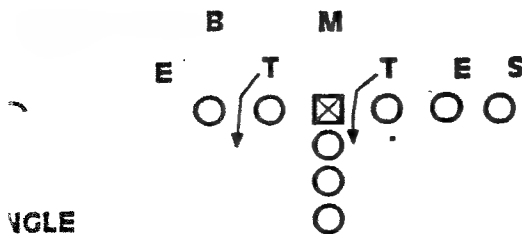
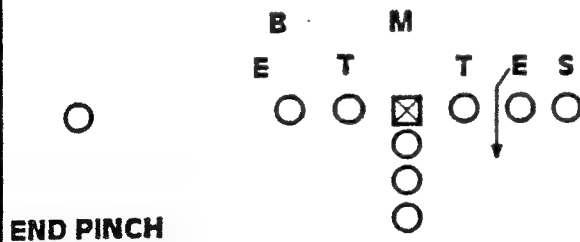
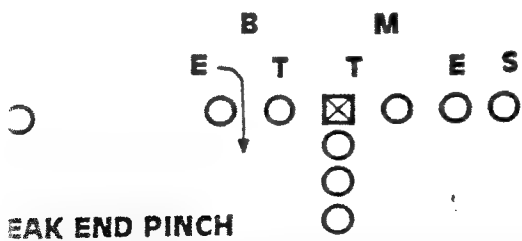
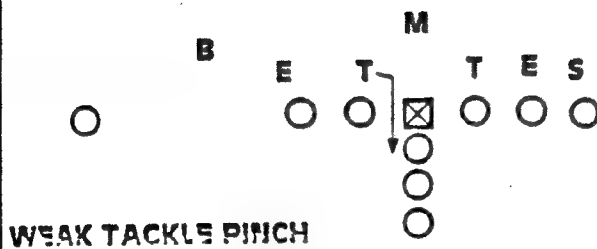
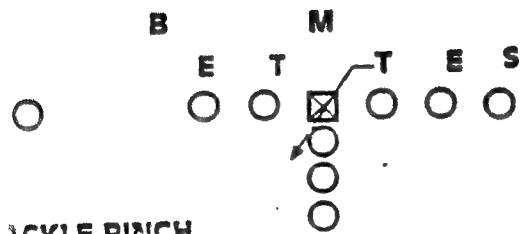
When a cross charge involves a DT or a DE with a LB, we designate the stunt by name and designate the first charger. Examples Buc - E, or Nose - Mac.

A "pinch" involves a directional charge to the inside by a DT or a DE. "Pinch" will be tagged with an additional word (s) to indicate which linemen are involved. Example: Strong ET pinch. An angle or slant involve similar directional charges by 2 linemen. If all 3 are involved we add loop. i.e.: slant or slant loop to TE, angle or angle loop away from TE. The Nose by himself is a "Nose strong" or "Nose weak".

LINE GAMES



LINE GAMES



BLITZES

Blitzes involve a LB's or a DB's making a predetermined charge across the LOS on the snap of the ball.

We designate the blitzing defender(s) by name, i.e. Stub, Mac, Buc, S/S or W/S. We will also use a descriptive term to indicate the type of blitz, i.e. shark, storm.

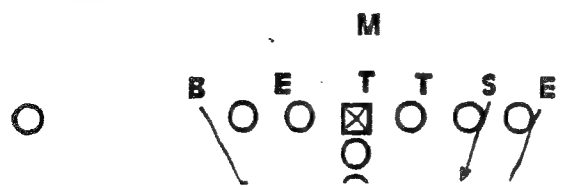
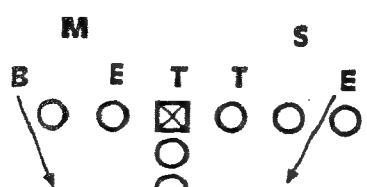
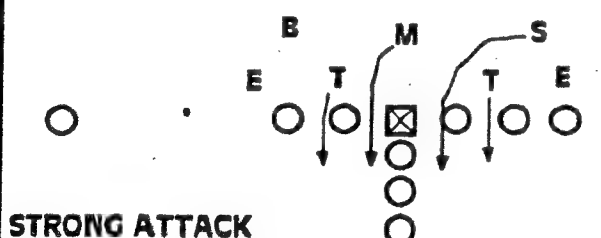
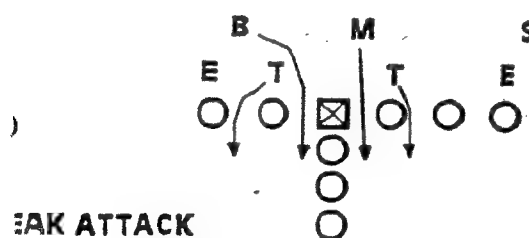
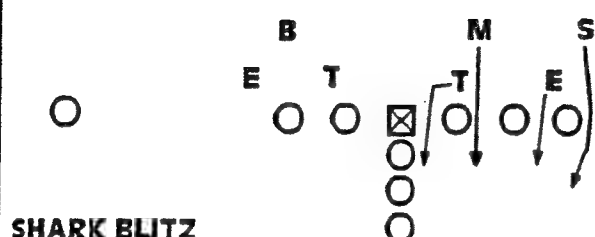
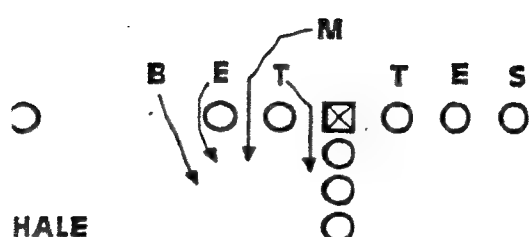
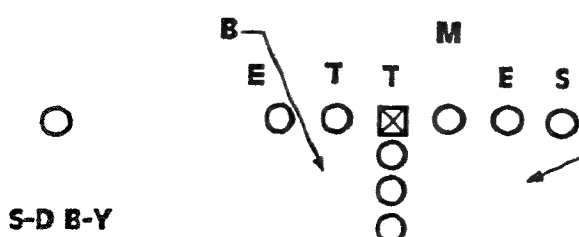
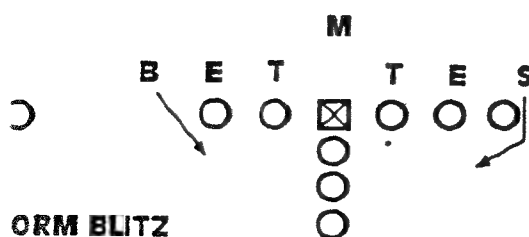
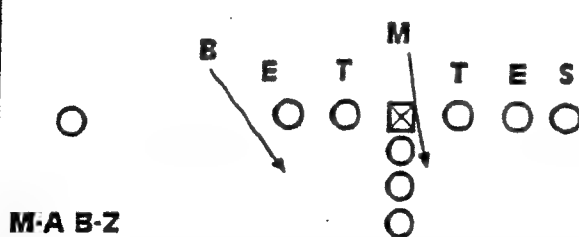
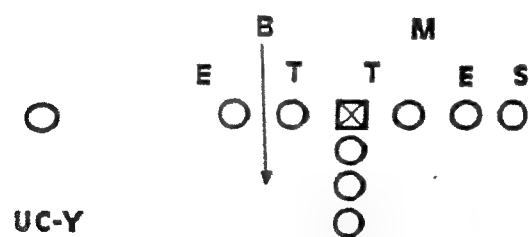
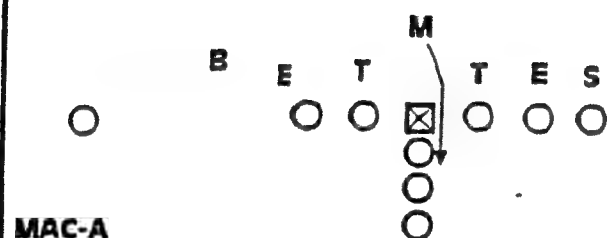
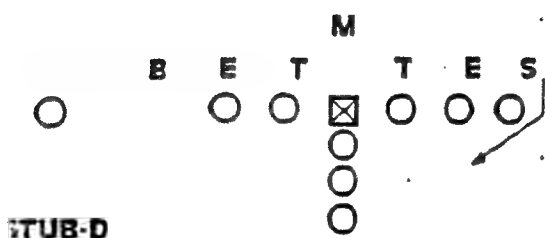
We will also designate the blitzing defender(s) gap or area that they will execute their blitz. The blitzing defender(s) will be given a letter which corresponds to the gap or area that they run through. The side with the Tight end or declared strength will take on the letters A, B, C, D. The split end or Open side will take on the letters X, Y, Z i.e. Stub B, Buc Y.

GAPS DESIGNATED BY LETTERS

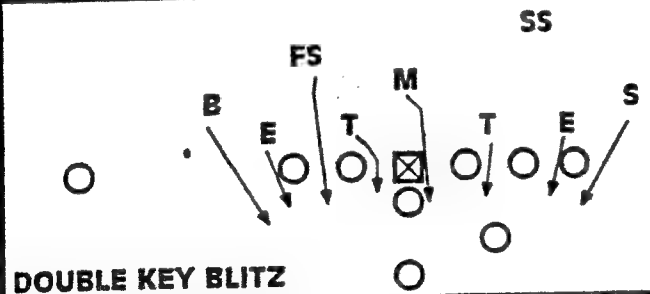
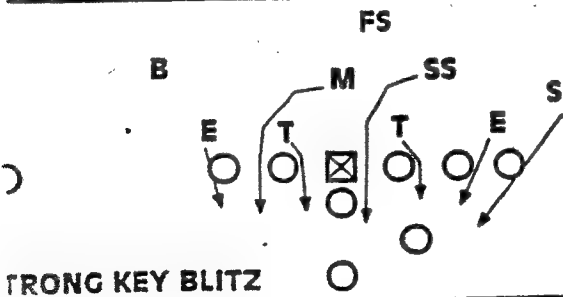
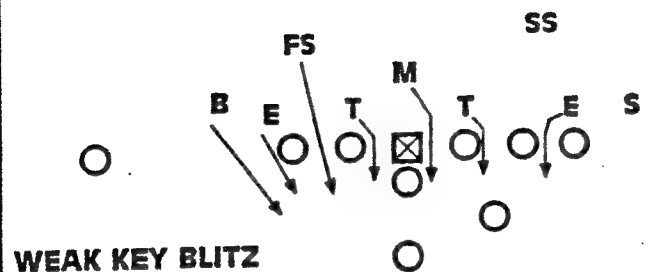
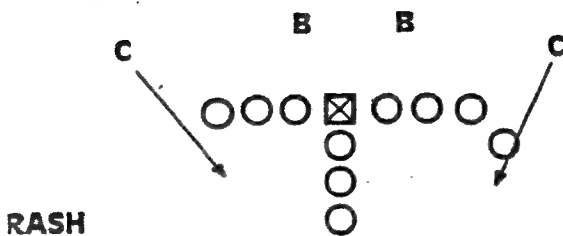
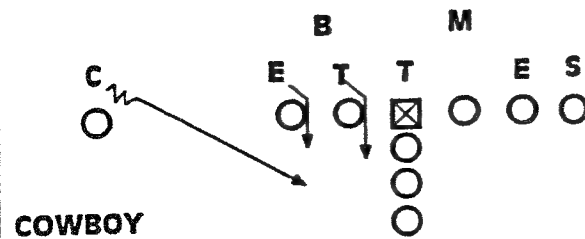
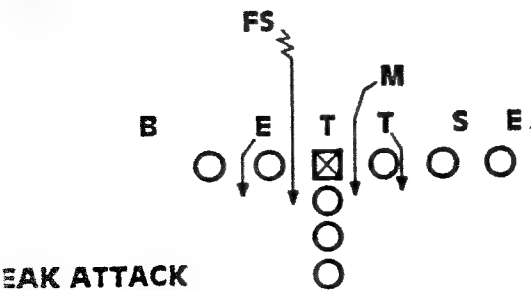
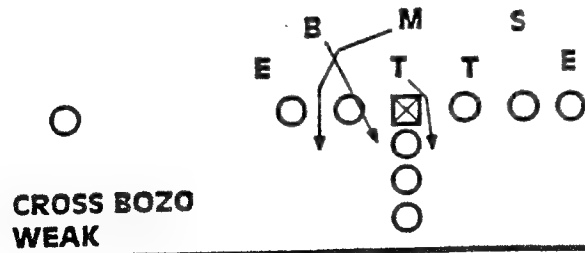
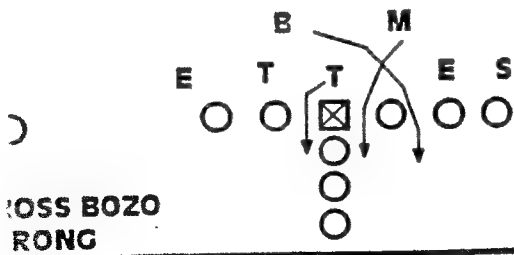
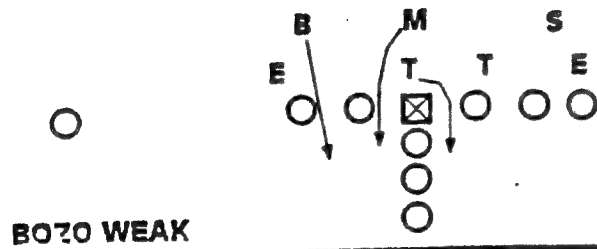
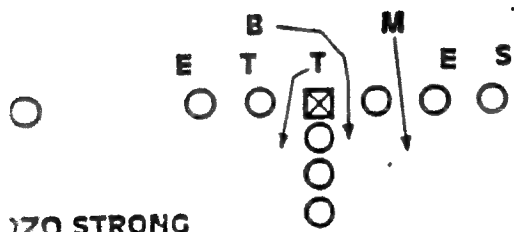
z y x A B C D
○ ○ □ ○ ○ ○

- A gap - Gap between C and guard
- B gap - Gap between G and tackle
- C gap - Gap between T and End
- D gap - Gap outside of TE position

DOGS AND BLITZES



DOGS AND BLITZES



COVERAGE

REGULAR

- | | |
|---------------------------|--------------------------------------------------------------|
| 1. Cover 1
Cover 1 Dog | Free Safety Man |
| 2. Cover 2 | 2 Deep Zone |
| 3. Cover 2 Man | 2 Deep Man |
| 4. Cover 3 | Strong Zone |
| 5. Cover 3 Read | $\frac{1}{4}$ Weak (4 Deep)
$\frac{1}{2}$ Strong (2 Deep) |
| 6. Cover 4 Read | $\frac{1}{4}$ Strong (4 Deep)
$\frac{1}{2}$ Weak (2 Deep) |
| 7. Cover 5 | Strong Zone/Weak Man |
| 8. Cover 6 | Weak Zone |
| 9. Cover 7 | Man Weak |
| 10. Cover 8 | Four Deep |
| 11. Cover 8 CM | Four Deep Corners Man |
| 12. Cover 8 SC | Four Deep Strong Corners Man |
| 13. Cover 8 WC | Four Deep Weak Corners Man |
| 14. Cover 9 | Man Strong |
| 15. Blitz | 6/7 Man Rush |
| 16. Max | 3 Man Rush |

NICKEL/DIME

Cover 11 Backer
Cover 11 Dog
Cover 11 Free Safety
Cover 11 Strong Safety

Cover 22

Cover 22 Man

Cover 36

Cover 33 Read

Cover 44 Read

Cover 55

Cover 36

Cover 97

Cover 88

Cover 88 CM

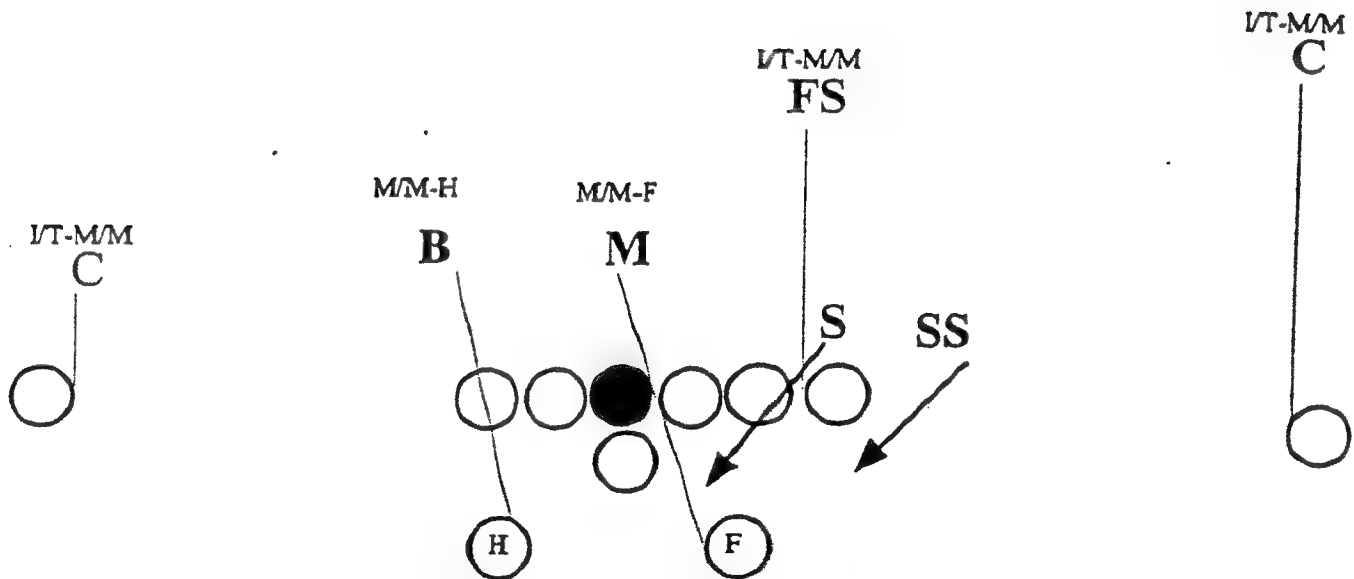
Cover 88 SC

Cover 88 WC

Cover 97
Cover 19

BB

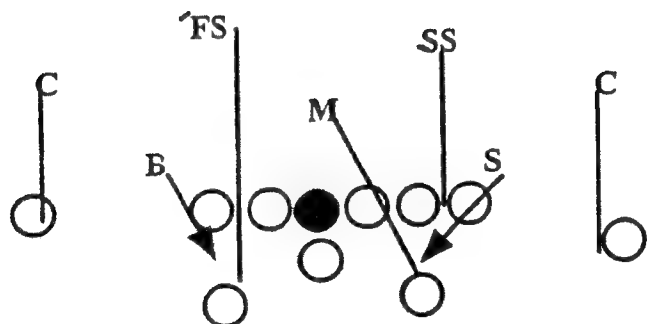
S/S-SAM COVER 0 BLITZ



POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	M/M on wide receiver - Use inside technique.
STRONG SAFETY	Same as Cover 3	Cheat up to Blitz.
FREE SAFETY	Cheat to Y	Cover "Y" M/M.
WEAK CORNER	Same as Cover 3	Cover "X" M/M using inside technique.
STUB	Defense Called	Rush Passer.
MAC	Defense Called	Cover "F" M/M.
BUC	Defense Called	Cover "H" M/M.
NICKEL		

COVER-0 - VARIATIONS ---BLITZ

4-3 Storm Cover 0



FS

SS

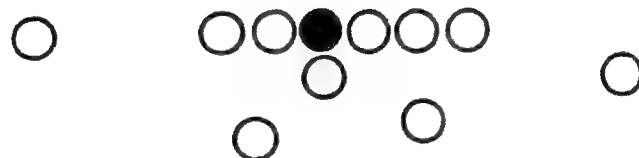
C

W

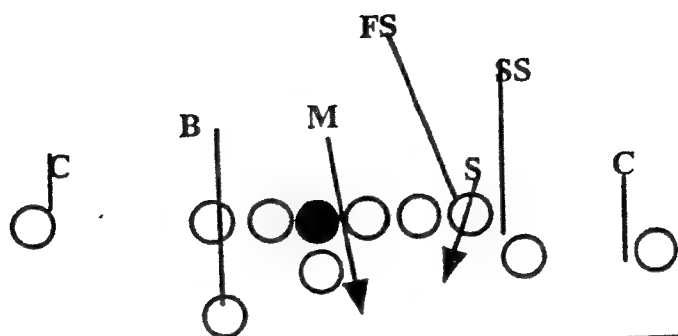
M

S

C



4-3 MAC-STUB COVER-0



FS

SS

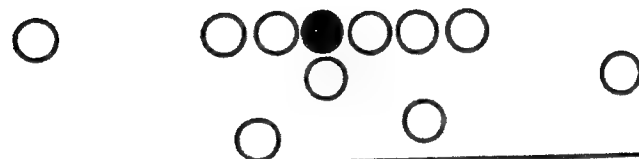
C

B

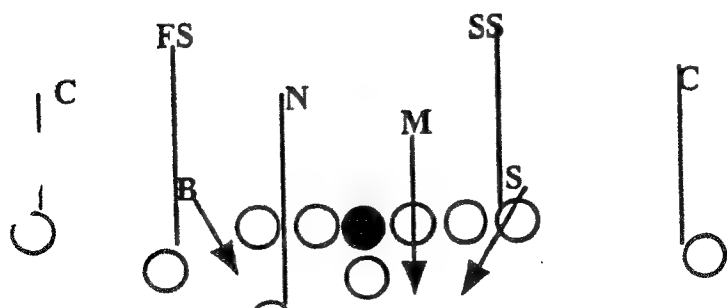
M

S

C



3-4-STORM-MAC COVER-0



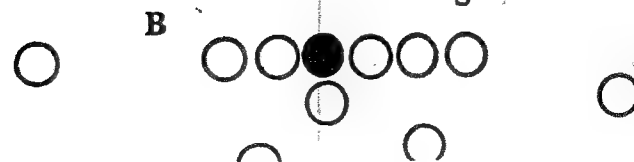
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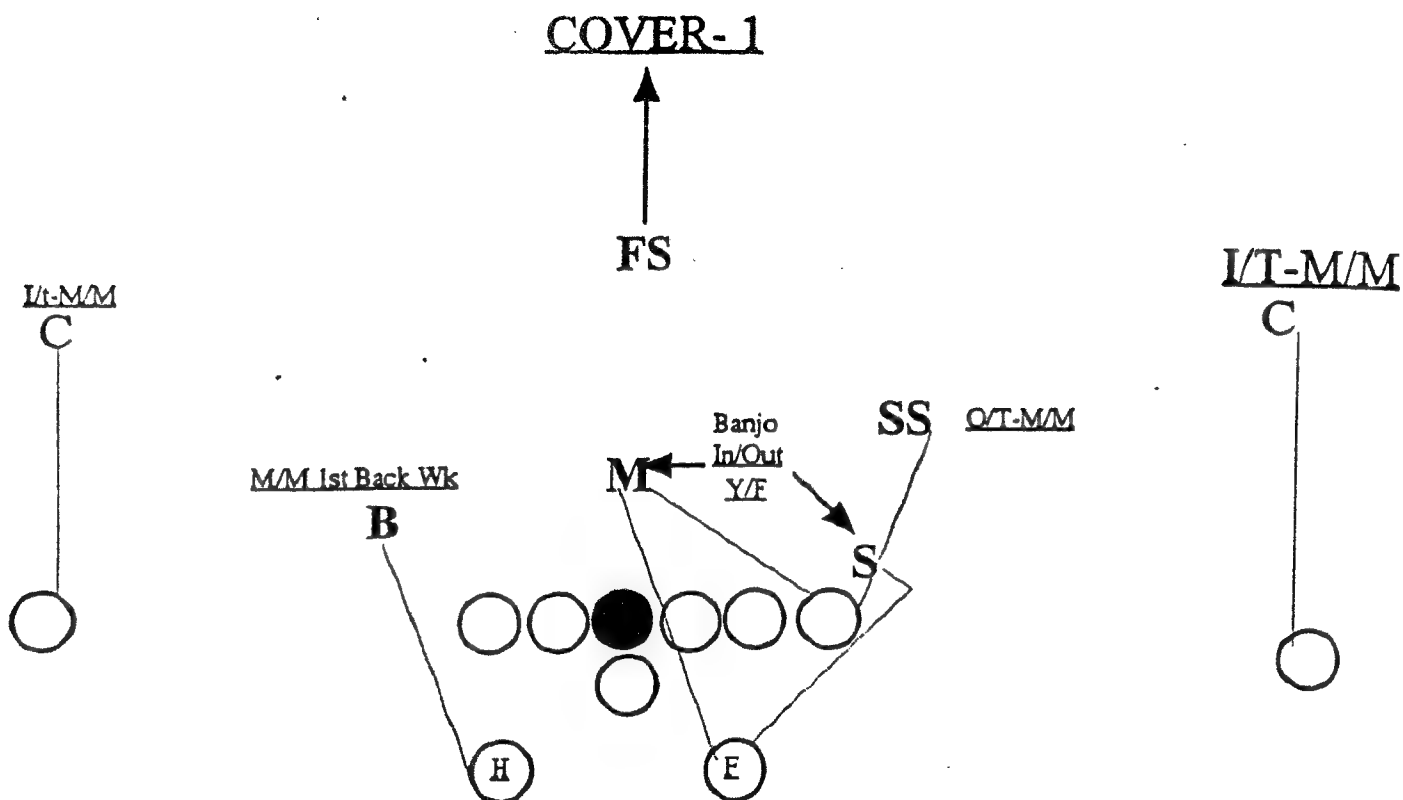
SS

C

M

C

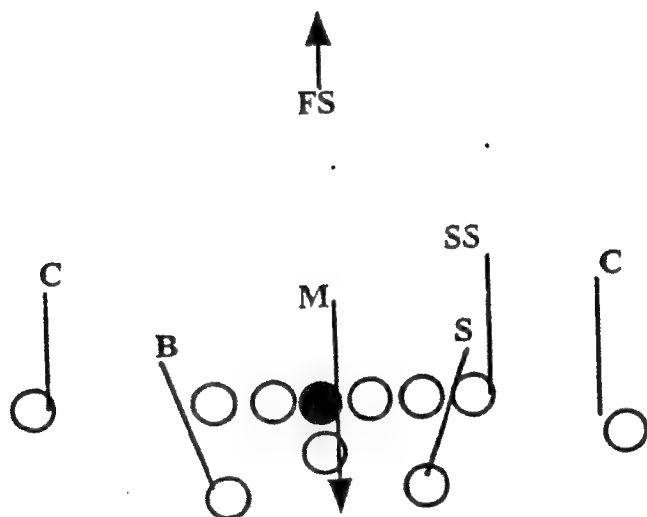




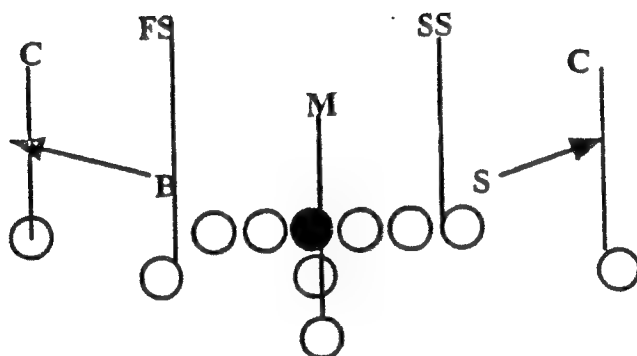
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	Cover "Z" M/M.
STRONG SAFETY	Same as Cover 3	Cover "Y" M/M - if "Y" slow blocks, free up and help on Z - if "Y" blocks down, stay with "Y".
FREE SAFETY	Same as Cover 3	Free - help where needed.
WEAK CORNER	Same as Cover 3	Cover "X" M/M.
STUB	Defense Called	Cover 1st Back outside M/M - No Back outside, then cover seam.
MAC	Defense Called	1. Cover 1st Back strong inside M/M - if no Back inside, cover strong hook. 2. Cover 2nd Back weak M/M.
BUC	Defense Called	Cover 1st Back weak M/M.
NICKEL		

COVER-1-VARIATIONS

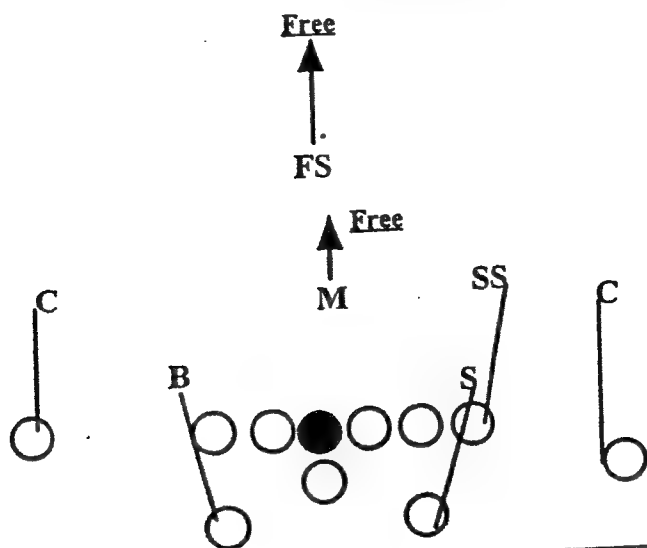
4-3-MAC COVER-1



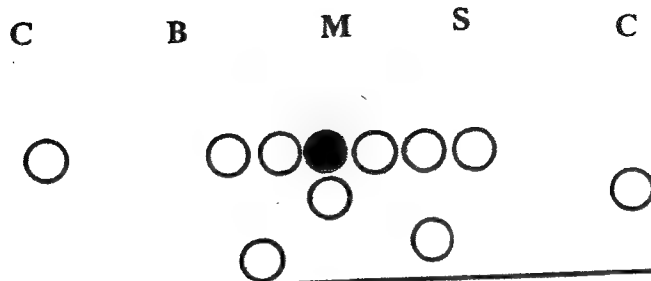
1-RENO



4-3 LB FUNNEL-1

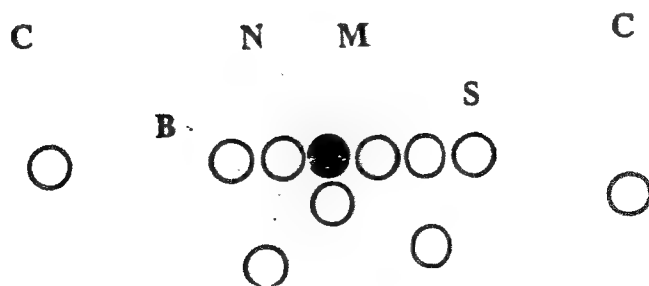
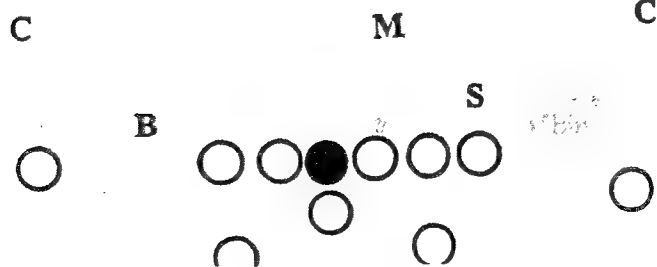


FS SS

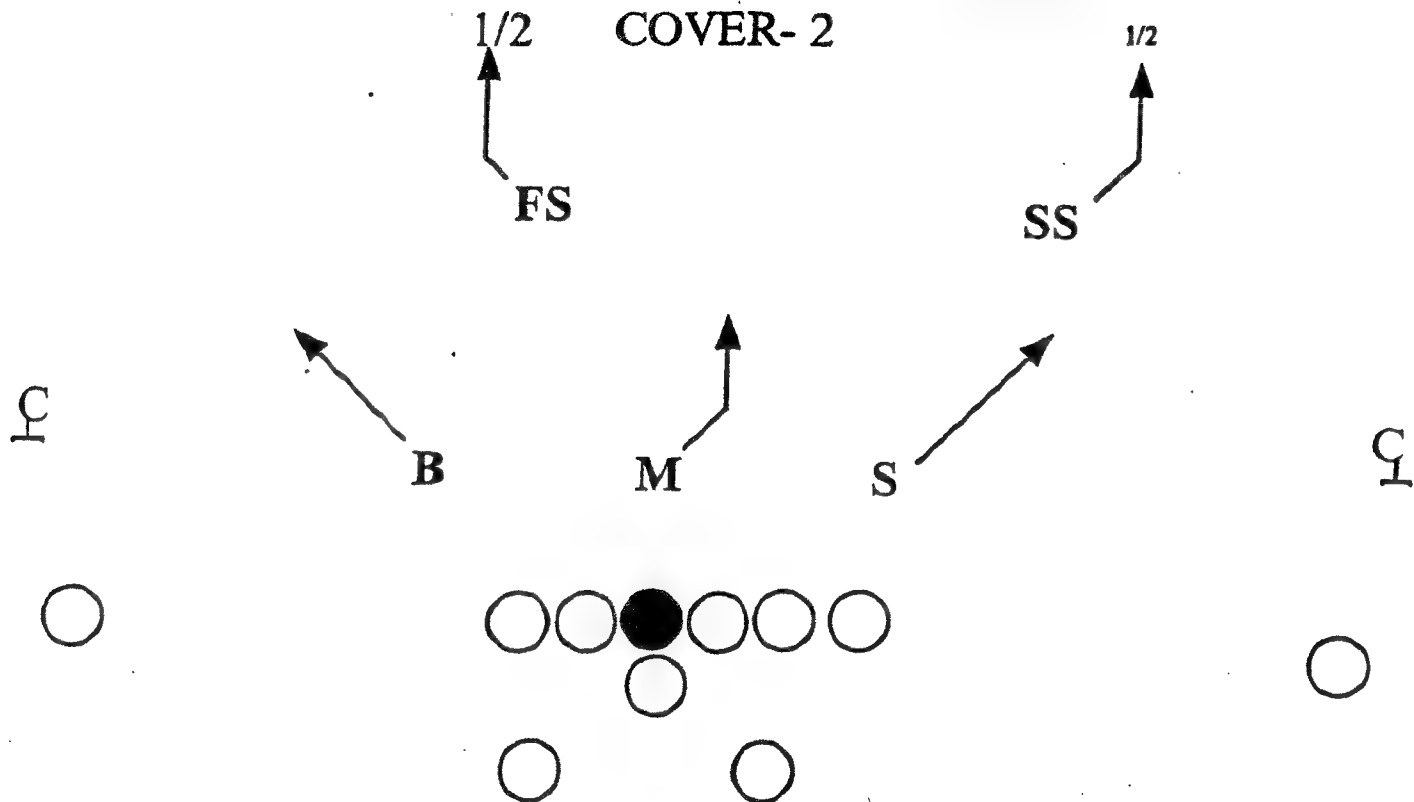


FS SS

FS SS

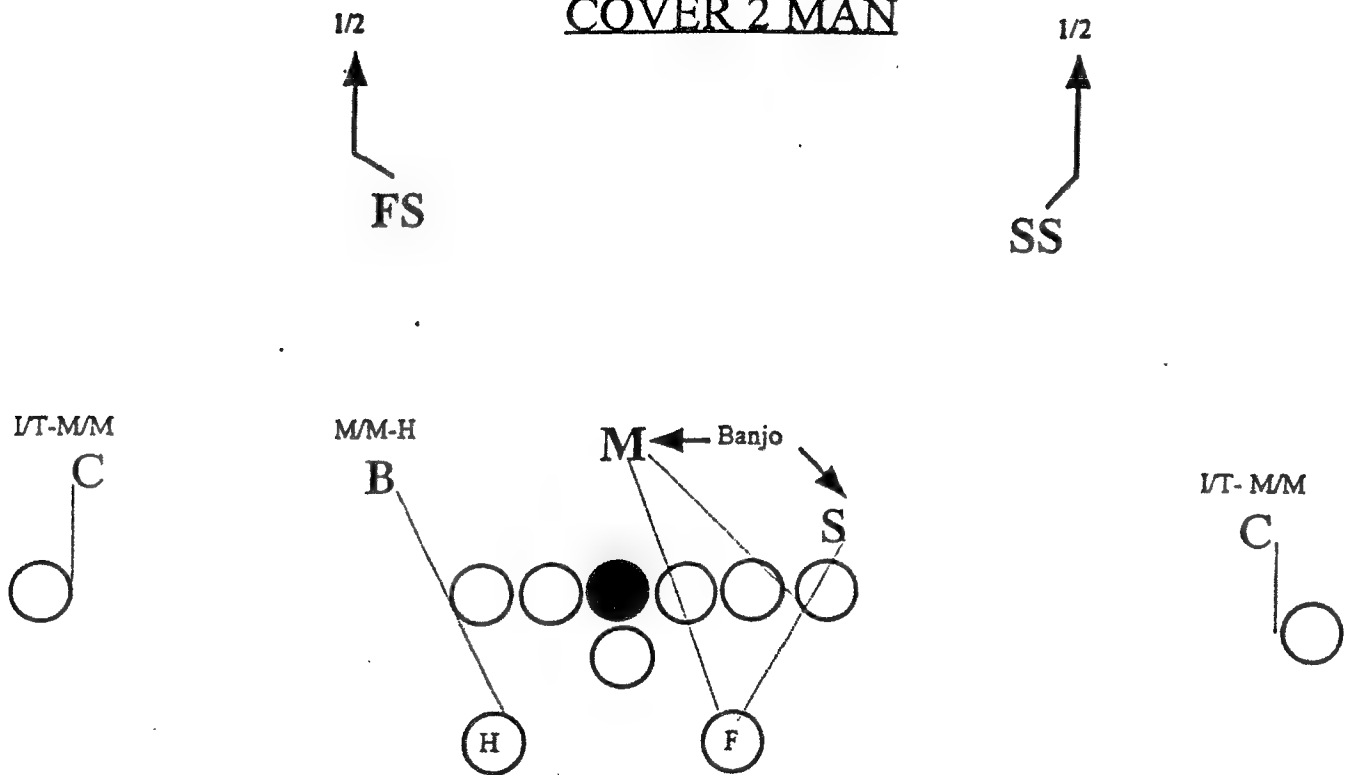


COVER- 2



POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	Zone flat area to depth of 15 yds - Force wide receiver inside - If wide receiver gets outside of you, run with him - Keep your eyes on inside receivers and don't jump on any short receivers until ball is thrown - Force all wide runs.
STRONG SAFETY	Same as Cover 3	Strong 1/2 of field deep - Watch Y & SB for release deep inside - then favor inside receiver - Don't jump on any short receivers.
FREE SAFETY	Same as Cover 3	Weak 1/2 of field deep - Watch for inside deep release of weak back - favor inside receiver - Don't jump on any short receivers.
WEAK CORNER	Same as Cover 3	Zone flat area to depth of 15 yds - Force wide receiver inside - If wide receiver gets outside of you, run with him - Keep your eyes on inside receivers - Force all wide runs.
TUB	Defense Called	Hook to curl, 12-14 yds deep - Cutback on wide runs - Don't let Y inside or release deep quickly - Slot formation hook area & keep Y outside.
LAC	Defense Called	St. Hook to Wk. Hook - Don't let anybody get inside quick - Slot formation - favor strong side hook.
UC	Defense Called	Zone weak hook - Don't let any backs get inside of you - Slot formation - Zone the slot area & try to get a peice of him.
COVER		

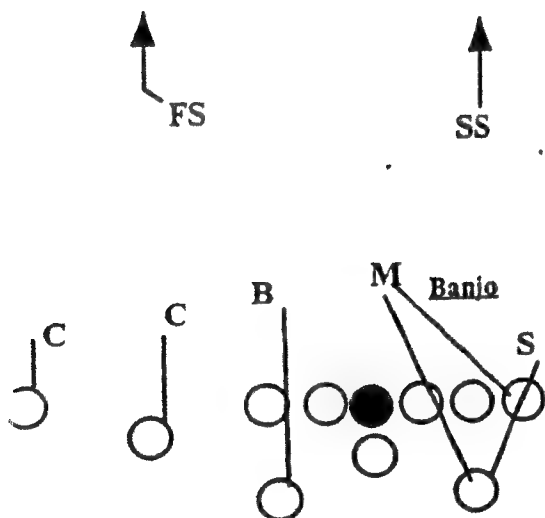
COVER 2 MAN



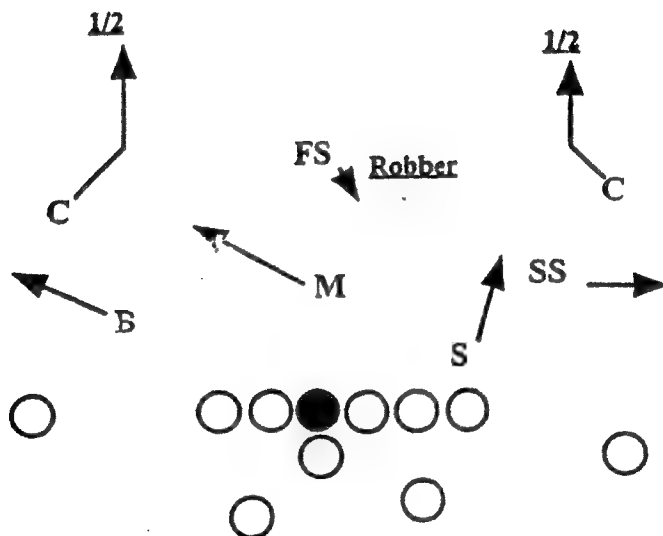
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	1/2 M/M	M/M on wide receiver with inside-out technique.
STRONG SAFETY	10 - 12 yards	Same as Cover 2.
FREE SAFETY	10 - 12 yards	Same as Cover 2.
WEAK CORNER	1/2 M/M	M/M on wide receiver with inside-out technique.
STUB	Defense Called	Run - Backer force - M/M with in & out technique on Y an 1st back to Y side.
MAC	Defense Called	M/M with in & out technique with Sam backer on the Y & 1st back to the Y side.
3...	Defense Called	Run - Backer force - M/M on 1st back to your side taking away the inside.
KICKER		

COVER--2--MAN VARIATIONS

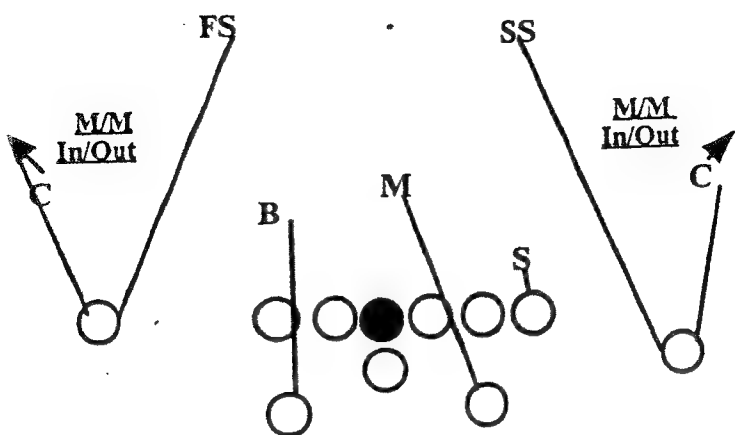
COMBO



2 ROBBER

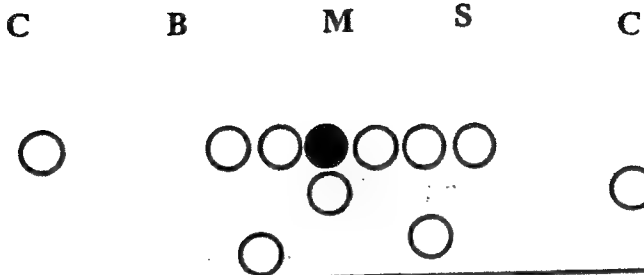


2 VISE or 7 VISE



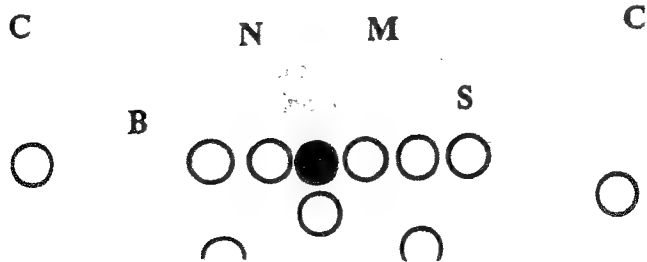
FS

SS



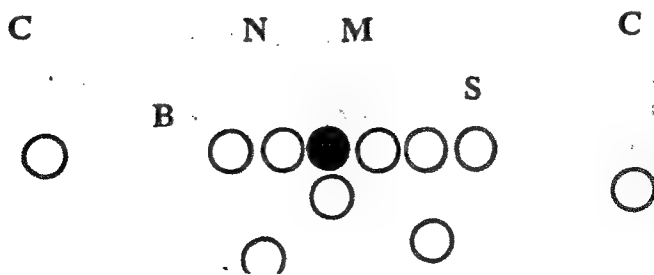
FS

SS



FS

SS

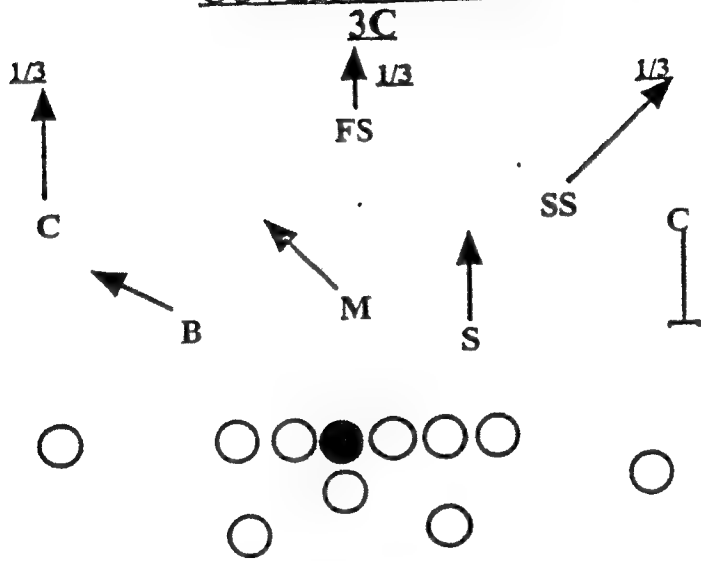


The diagram shows a central horizontal chain of six circles. The third circle from the left is filled black, while the others are white. Below this chain are two more white circles. To the left of the chain is a single white circle. To the right of the chain is a single white circle. Above the chain, several labels with arrows point to specific circles: 'ELAT' points to the second circle, 'HOOK' points to the third (black) circle, 'FS' points to the fourth circle, and 'HOOK' points to the fifth circle. Further to the left, 'C' points to a circle with an arrow labeled $1/3$ pointing upwards. Further to the right, 'SS' points to a circle with an arrow labeled 'CURL' pointing to the right, and 'C' points to a circle with an arrow labeled $1/3$ pointing upwards.

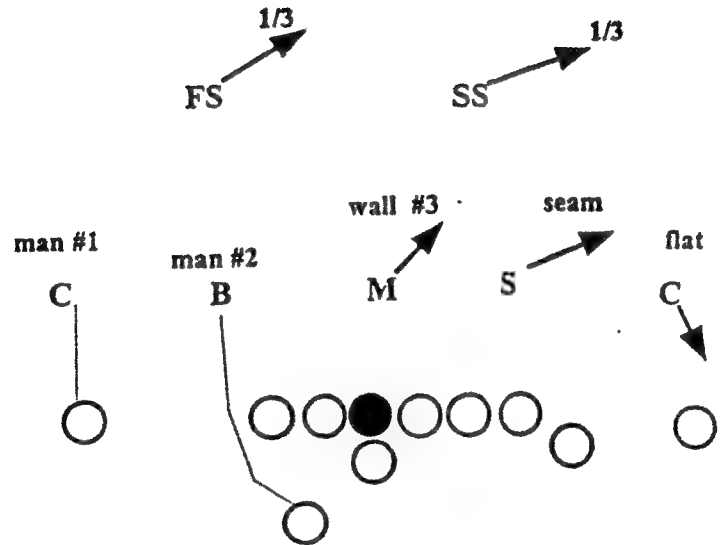
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	7 yds deep - outside shade (with deep Post help)	Zone flat if corner force & deep outside if safety force or backer force - Force wide receiver inside, take away out pattern & look for zone pass of Y inside - vs. safety force deep outside 1/3, stay deep as the deepest and as wide as the widest.
STRONG SAFETY	7 yds deep - Outside shade (with deep Post help)	Zone deep outside if corner force - Zone flat if safety force - Y release outside - Favor Y - Force run on safety force - Don't jump on short receiver.
FREE SAFETY	Over OT 10 yds deep	Zone deep middle - Don't let anyone behind you - Don't jump short patterns - Cutback on sweeps to weak side.
WEAK CORNER	7 yds deep - Outside Shade (with deep Post help)	Zone deep outside - Look for receivers crossing or trailing - Know what weak back is doing - Don't jump on 15 yd out until you know no one else is coming into your zone.
STUB	Defense Called	Zone hook area - be conscious of hash - Wall Y from getting inside - Y release outside - ride him outside & be in position to react to circle pattern by SB - Y releases inside - Jam Y & pull off for flare or inside move of "Z".
MAC	Defense Called	Zone hook area - favor hashmark - Strongside to wide field - Drop to hash - Middle of field - Drop to hash - Weakside to wide field - Drop to curl area: force HB wide, don't overrun X lined up tight.
BUC	Defense Called	Zone flat area - Take away inside route of X & go to out cut - Look for WB coming into your area - Don't jump on HB routes short.
NICKEL		

COVER-3- VARIATIONS

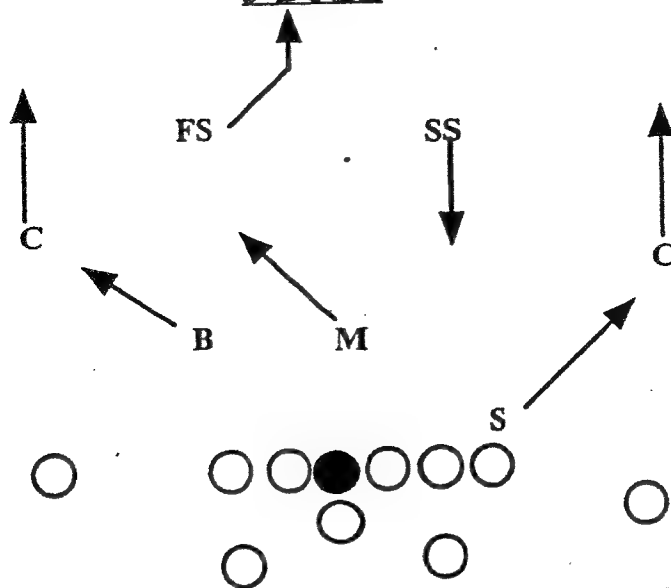
COVER-3-CLOUD



COVER-5-CLOUD



3-BUZZ



FS

SS

C

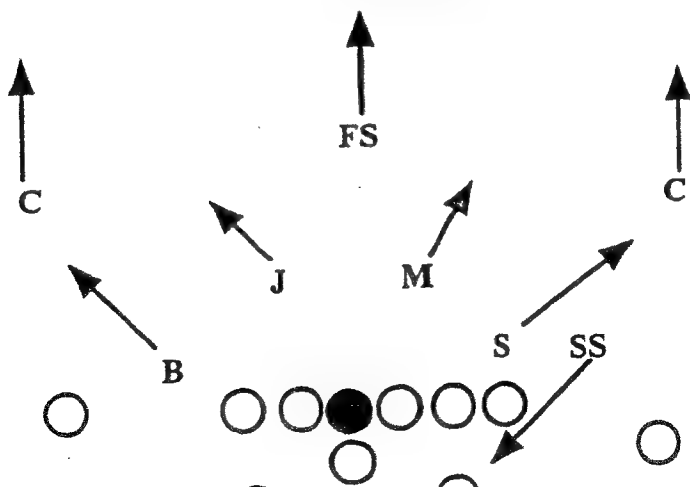
B

M

S

C

S/S-COVER-3



FS

SS

C

N

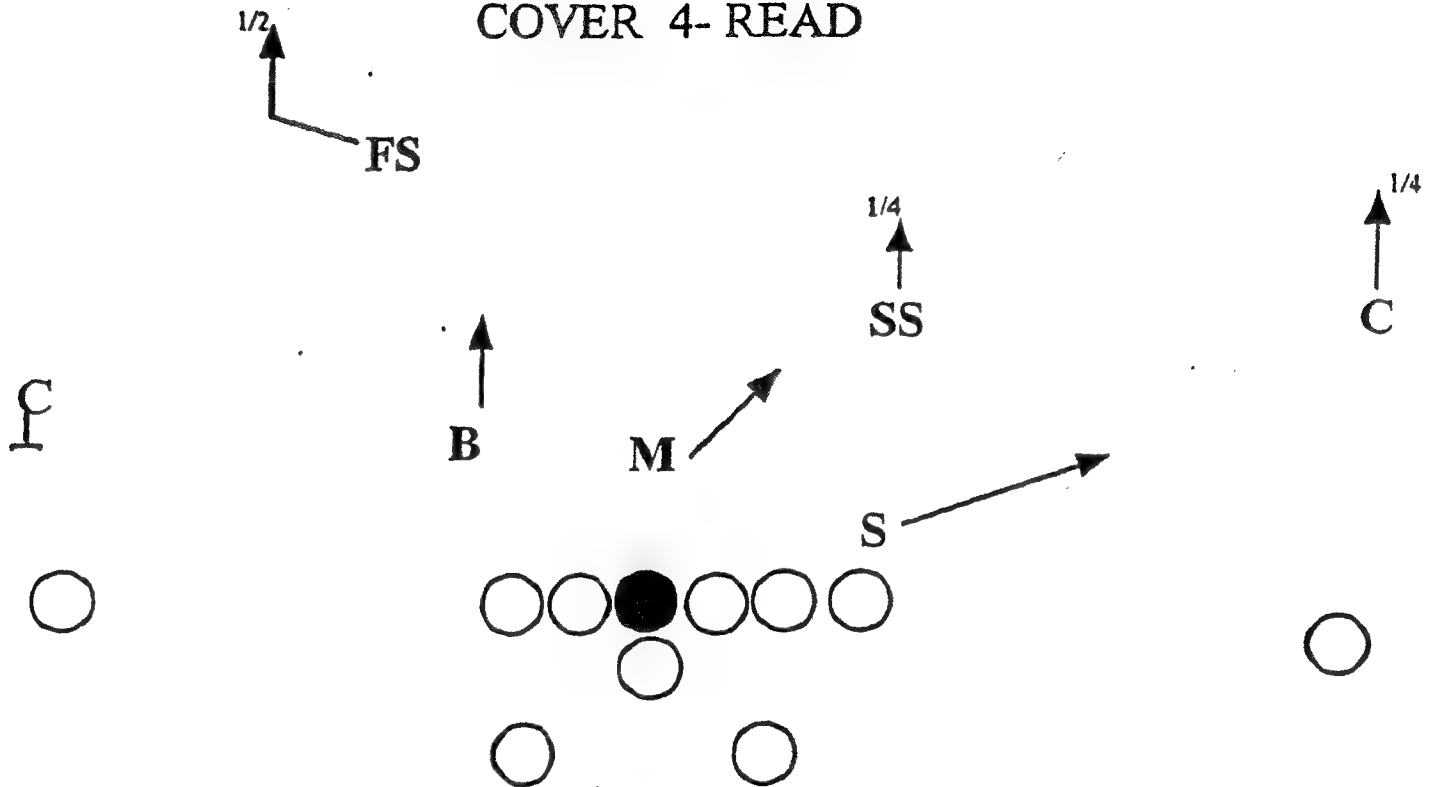
M

C

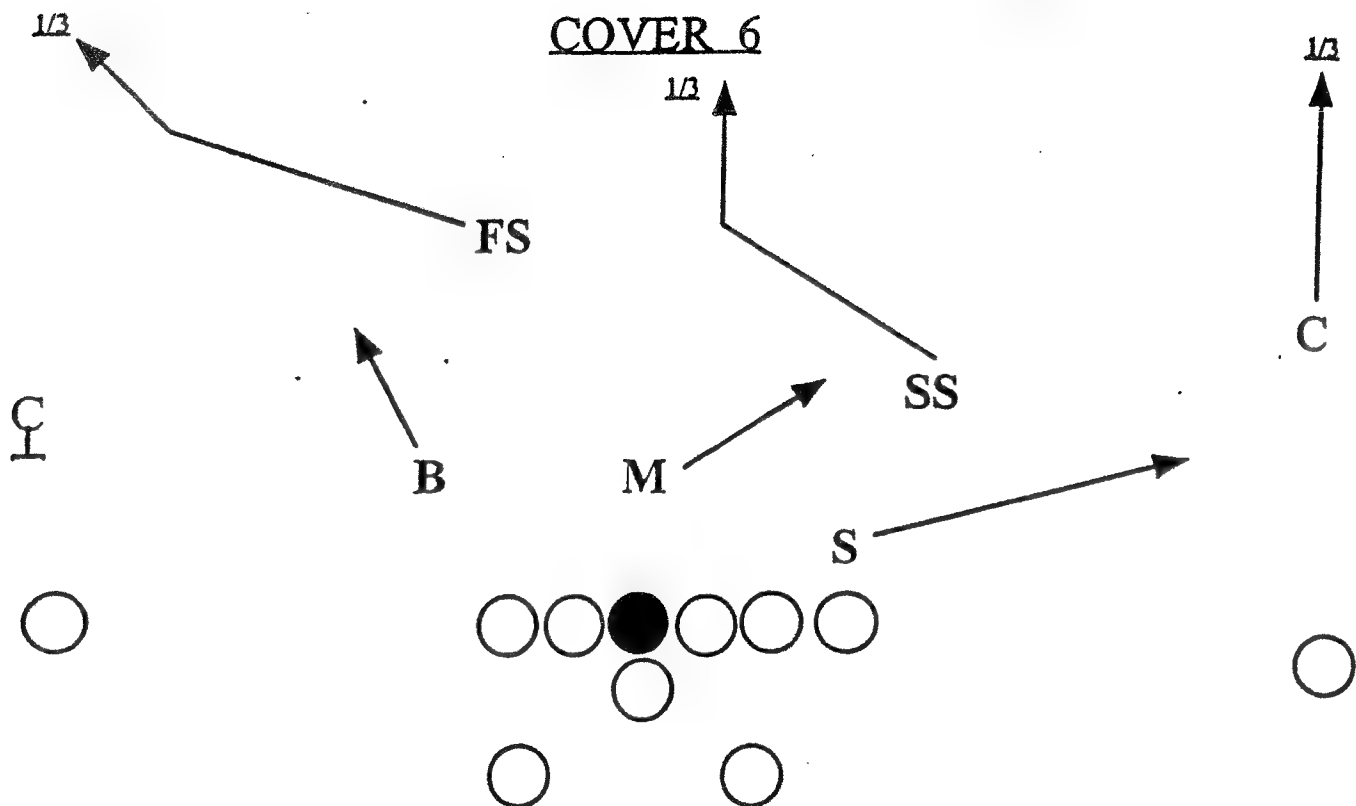
B

S

COVER 4- READ



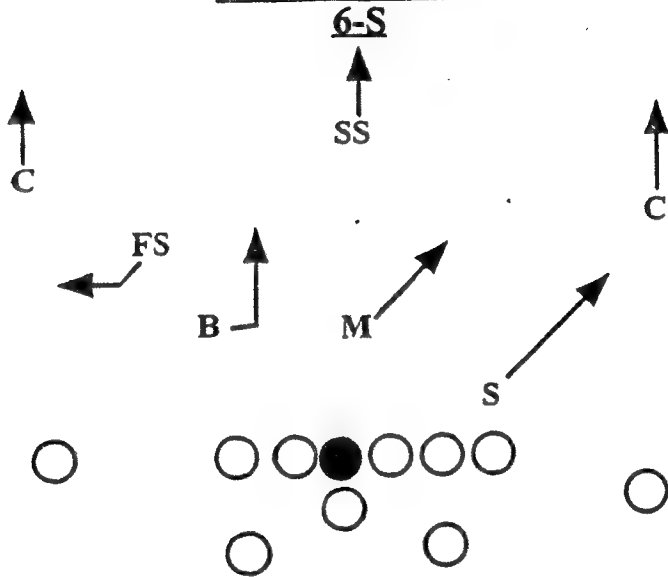
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	Key #2 receiver, vertical release, can work inside on #1 receiver, if #2 releases flat or drags, expect inside help from S/S.
STRONG SAFETY	Outside shade of Y, 10 yds deep	Key Y. Vertical release, take him. Slide or drag, sit in curl/dig area. Y blocks, support run.
FREE SAFETY	Same as Cover 3	Zone deep weakside 1/2 weak.
WEAK CORNER	Same as Cover 3	Force runs. Zone flat on pass. Try to force inside release.
STUB	Defense Called	Take curl area until "Y" or back show in the flat.
FLAC	Defense Called	Same as Cover 3.
UC	Defense Called	Same as Cover 2.



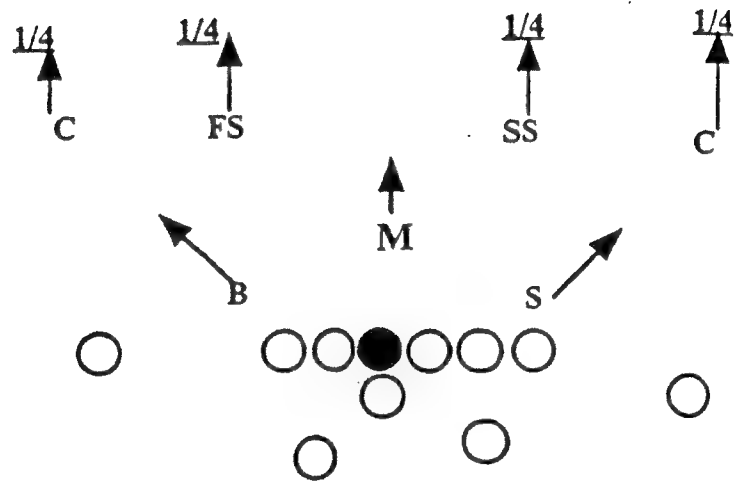
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	Zone deep outside - Look for SB trailing & crossing patterns - Know what SB & Y are doing - Don't jump on 15-17 yd out unless no one else is coming into your area.
STRONG SAFETY	Same as Cover 3	Zone deep middle - Don't run to deep middle - go to it under control - Play post patterns from both sides - Don't jump on short patterns.
FREE SAFETY	Same as Cover 3	Zone deep outside weak - Stay inside Y until he goes inside deep or weak back comes into your area - Look for crossing patterns.
WEAK CORNER	Same as Cover 3	Zone flat area to 15 yds deep - Force Y inside until he goes inside deep or weak back comes into your area - Look for crossing patterns.
STUB	Cheat Outside	Zone flat area - Take away inside route of "Z" & look for Y or SB coming into your area - Don't jump on short patterns - Force man on wide runs.
MAC	Defense Called	Zone hook area - favor hashmark - Strongside wide field go to slot area over-running Y but no Z - Strongside short field - zone hook - build wall on Y.
WU	Defense Called	Zone hook area - Weakside wide field - Weakside short field - drop to weak tackle area.
CKEY		

COVER-6 VARIATIONS

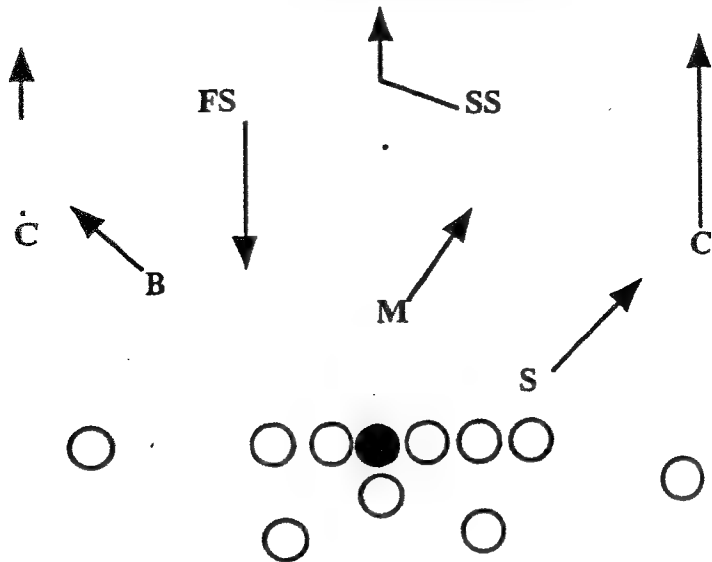
COVER-6-SKY



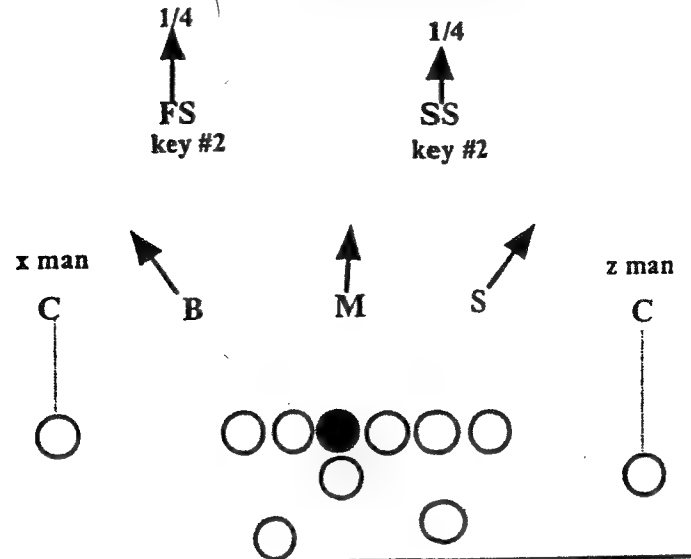
COVER - 8



COVER-6-BUZZ



COVER 8 CM



FS

SS

C

N

M

C

B

S

FS

SS

C

N

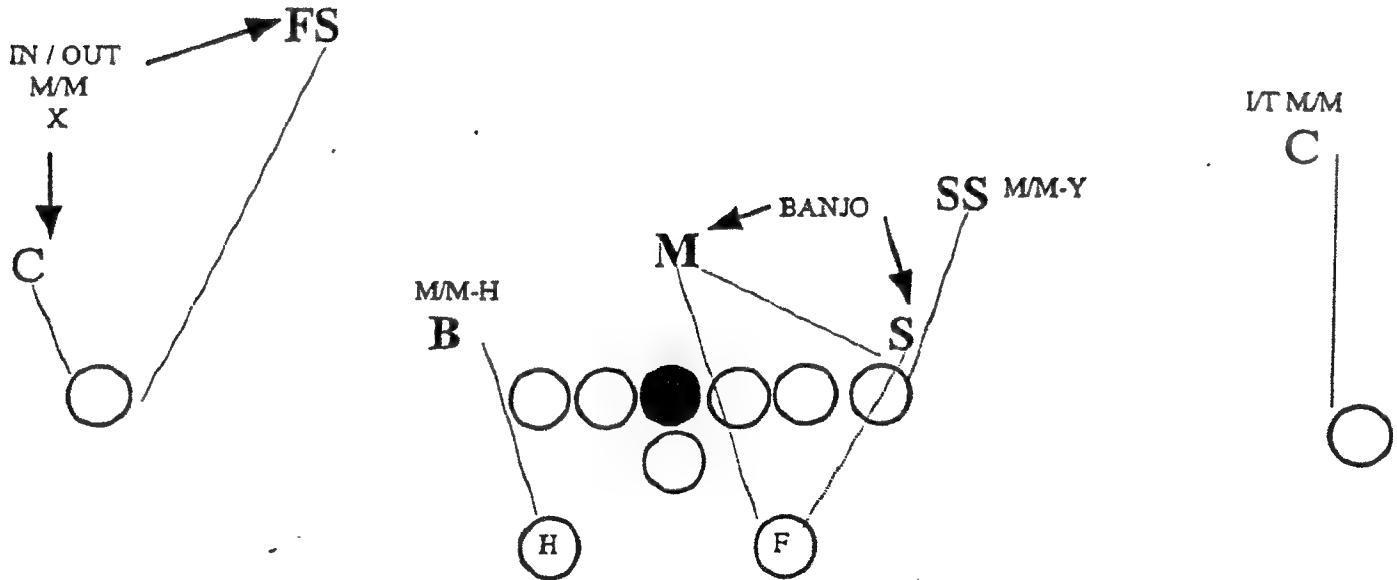
M

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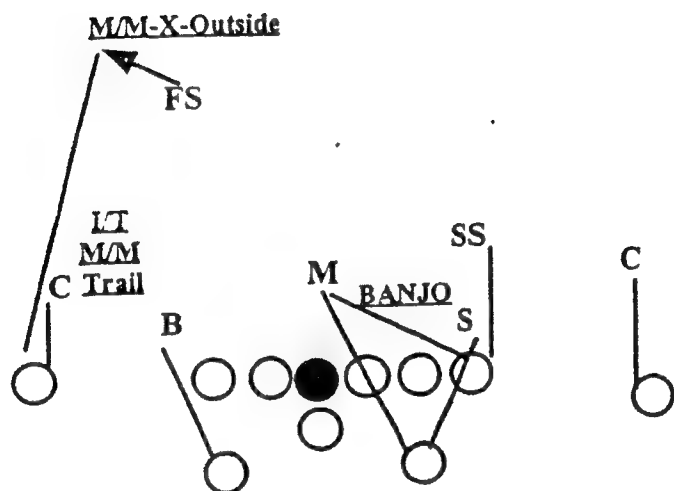
COVER 7



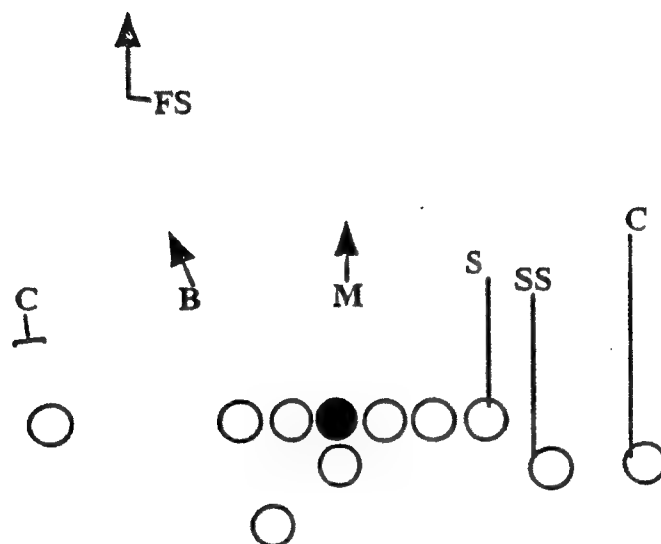
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	M/M on Z using blitz technique - Take away post & inside patterns - Slot formation - In & out with St. Safety on slot & "Z" - Play only post and corner patterns.
STRONG SAFETY	Same as Cover 3	M/M on medium & deep routes - Don't jump on short routes or Y crossing - Slot formation - In & out with St. Corner on slot & "Z" - Play only post and corner patterns.
FREE SAFETY	Same as Cover 3	M/M on x - Short & long with corner - N.T. play like 2M.
WEAK CORNER	Same as Cover 3	M/M on X using outside technique. Deep/Inside help from Weak Safety.
STUB	Cheat Outside	M/M on 1st back outside of "Y" - N.T. buzz to flat. If "Y" runs diagonal, take him M/M - "Y" slow blocks and your coverage does not come, engage "Y" and take him M/M.
WAC	Defense Called	1st back strong inside the Y M/M to goal line - Y M/M on crossing or short inside moves - No receiver inside - go to hook area.
WUC	Defense Called	Wk. back M/M to goal line. If wk back goes strong - go to hook area. Slot formation - 1st back inside M/M - No inside receiver - go to hook area.
WCKE		

COVER-7 VARIATIONS

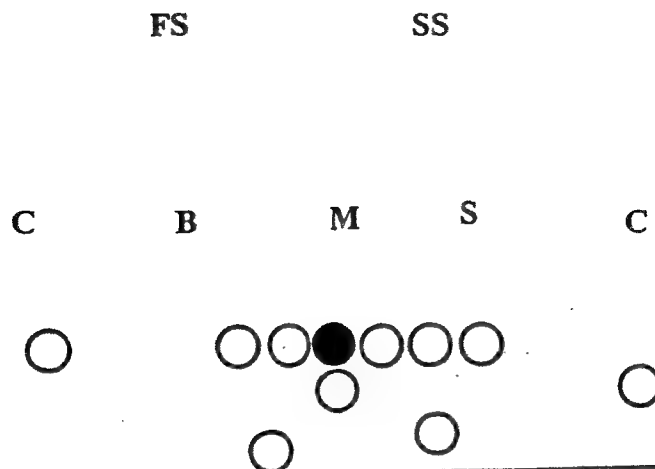
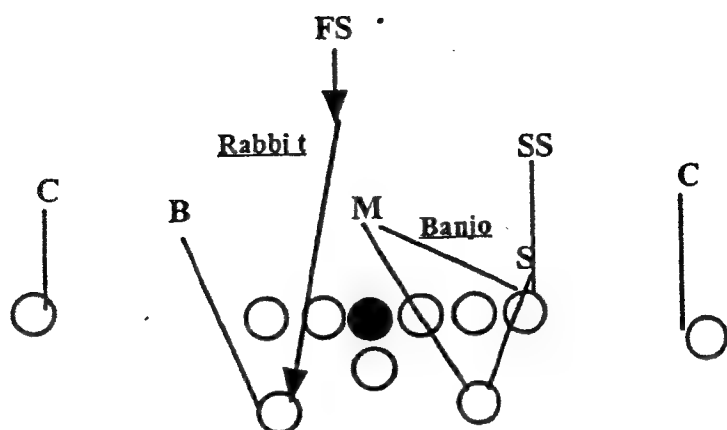
7SPEC



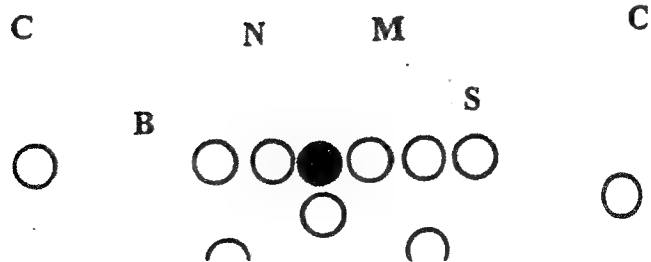
7ZO



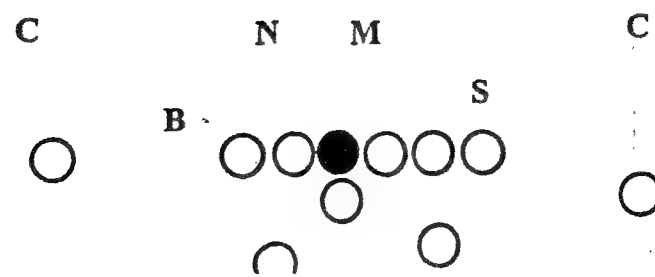
7-RABBIT



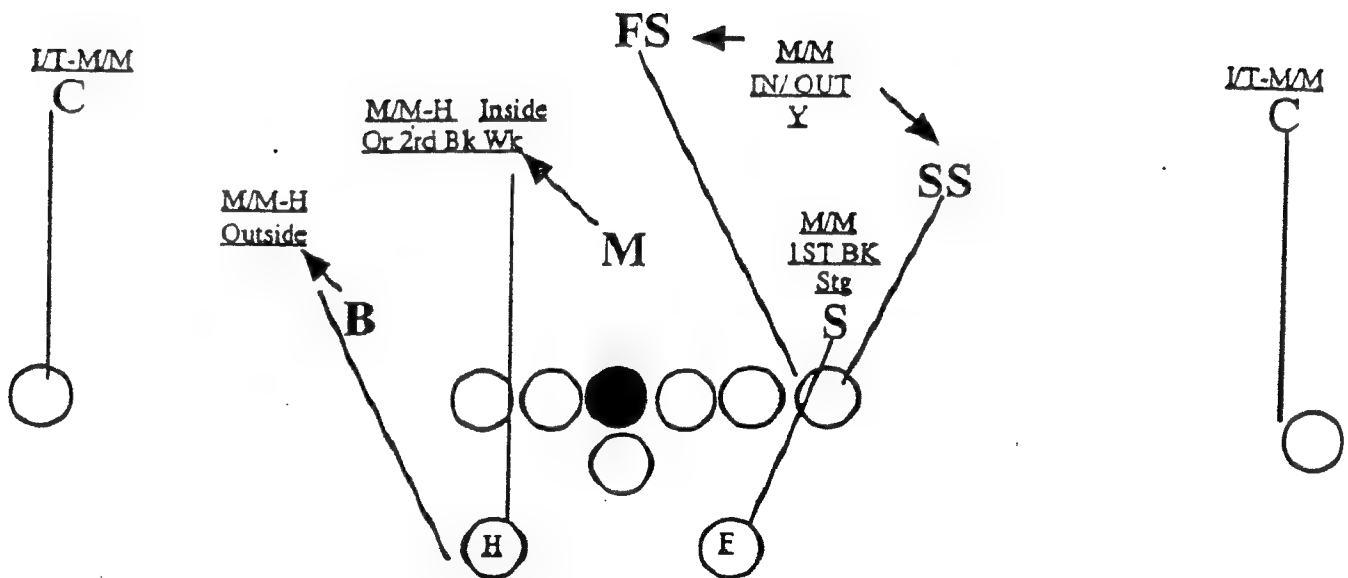
FS SS



FS SS



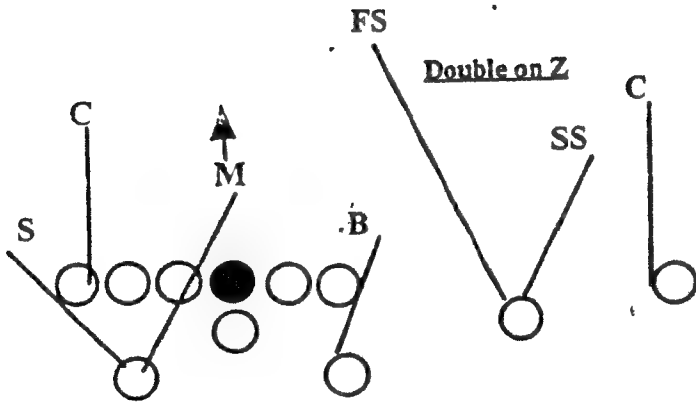
COVER 9



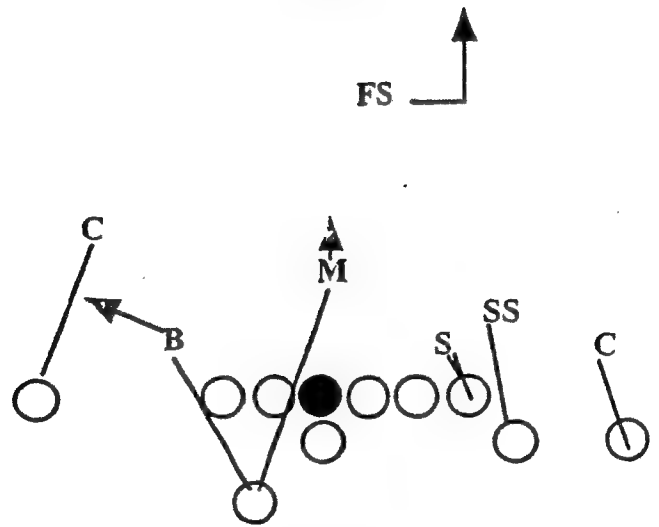
POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	M/M on Z - inside out technique.
STRONG SAFETY	Same as Cover 3	Cover Y M/M using outside technique - He will receive inside help from the weak safety - Could be Z in Slot Formation.
FREE SAFETY	Same as Cover 3	Cover Y M/M using inside technique - He will receive outside help from the strong safety - Could be Z in Slot Formation.
WEAK CORNER	Same as Cover 3	M/M on X - inside out technique.
STUB	Defense Called	M/M 1st back strong - Except deep help - Back blocks - Look for screens and delays - Work to middle of formation looking for check thru & HB crossing patterns - SLOT - Same as Will on normal formations.
MAC	Defense Called	M/M inside patterns - Any short outside moves by Wk. back look for X inside - Wk. back blocks weak - Drop back and look for screens and delays - Don't over run inside receiver - SLOT - same as Sam on normal formations.
BUC	Defense Called	Get to flat area 12-14 yds. deep - Take away out pattern - Look for Wk back on flag pattern - Force on wide runs.

COVER-9 VARIATIONS

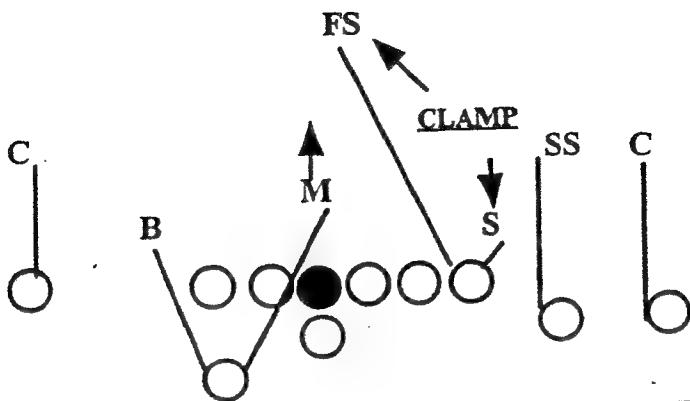
9 PINCH-(SLOT)



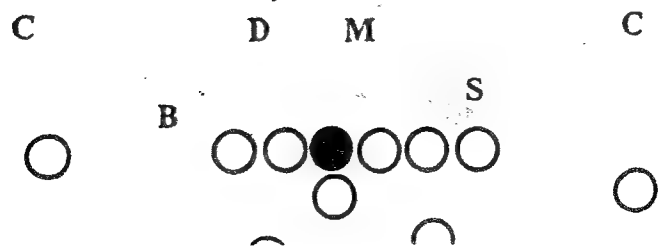
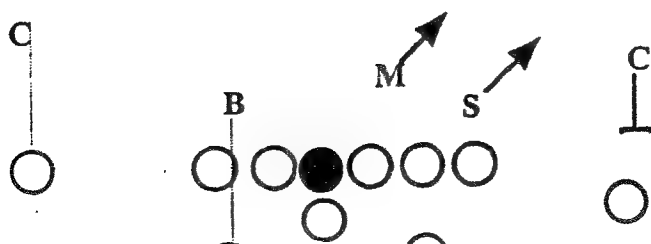
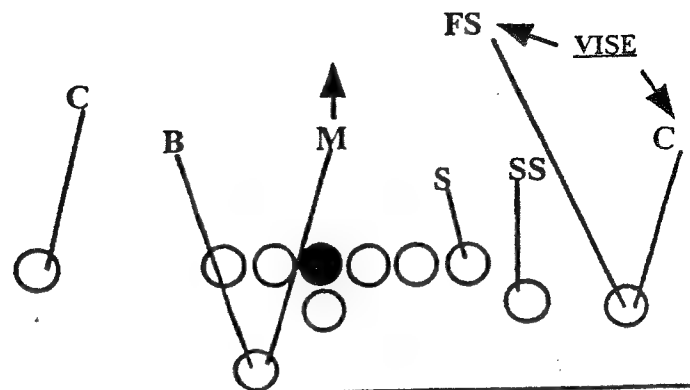
9 SPEC.



9 CLAMP

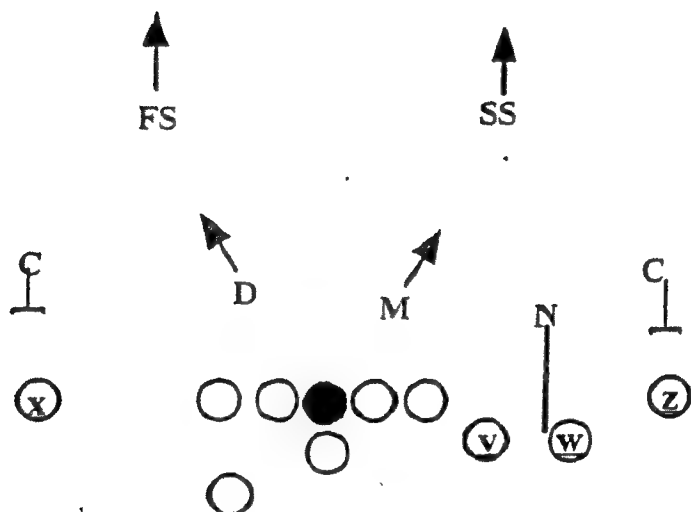


9 VISE

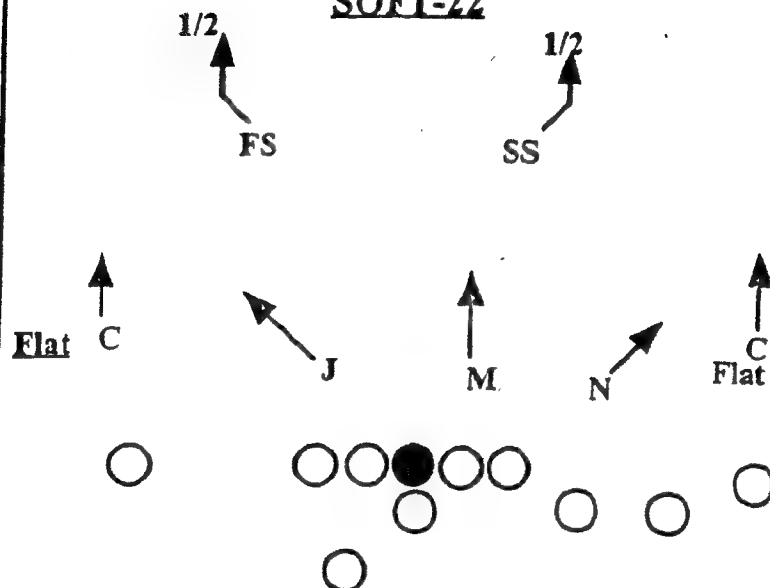


SUB-COVERAGES-ZONE

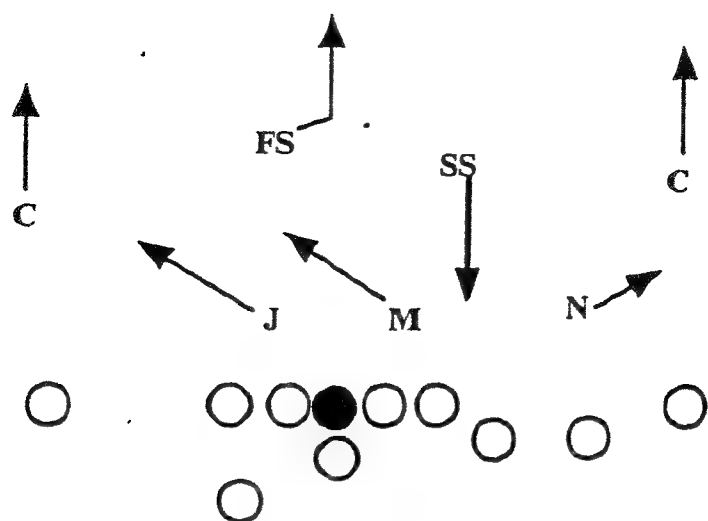
22-W



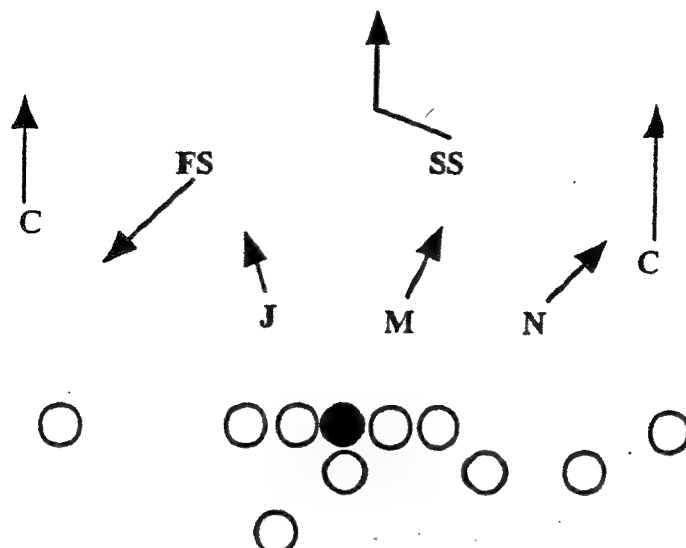
SOFT-22



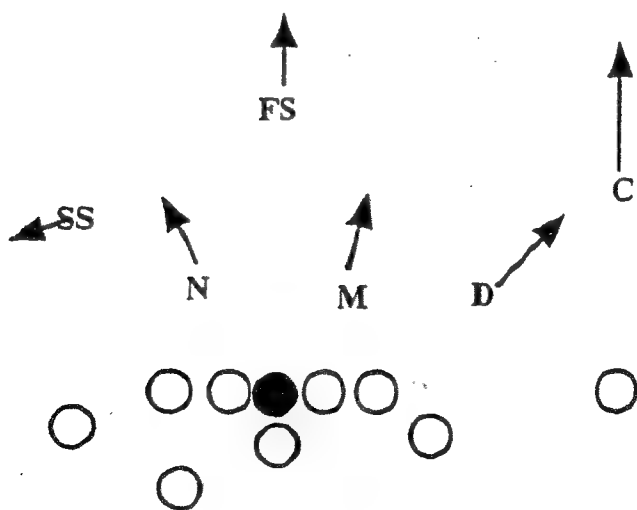
36-BUZZ



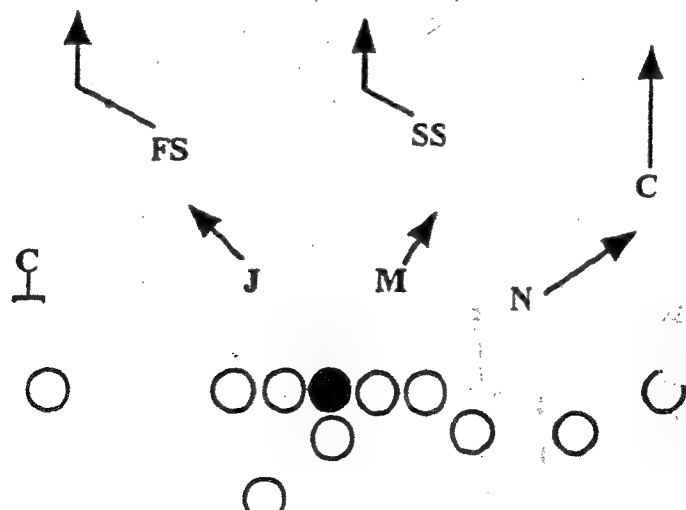
36 SKY



36 SKY

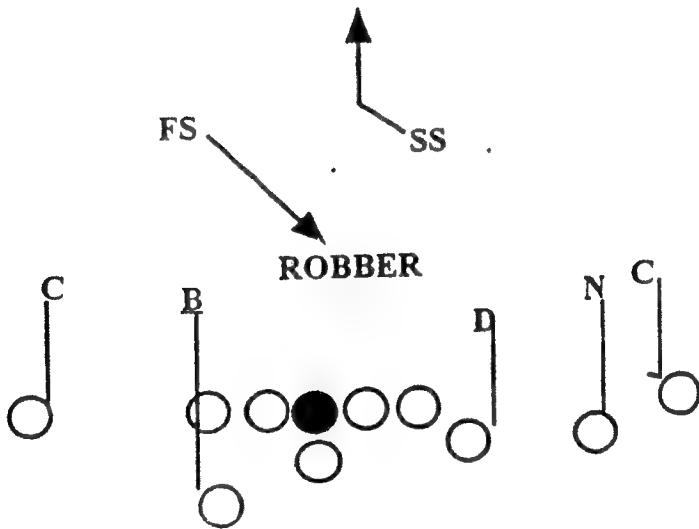


36 TRAP

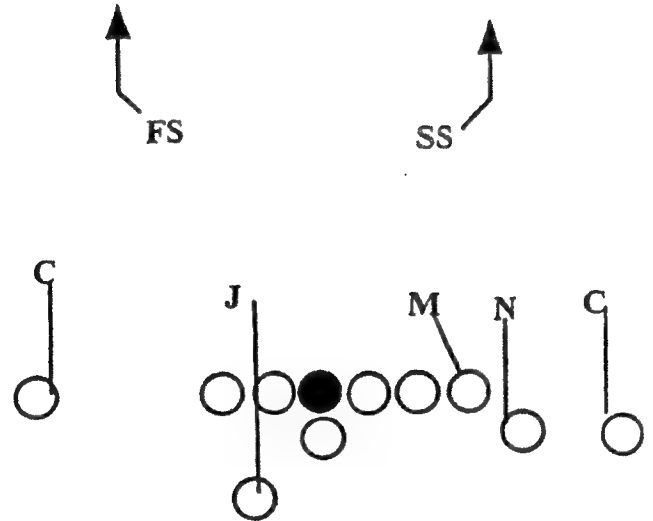


SUB-COVERAGES-MAN

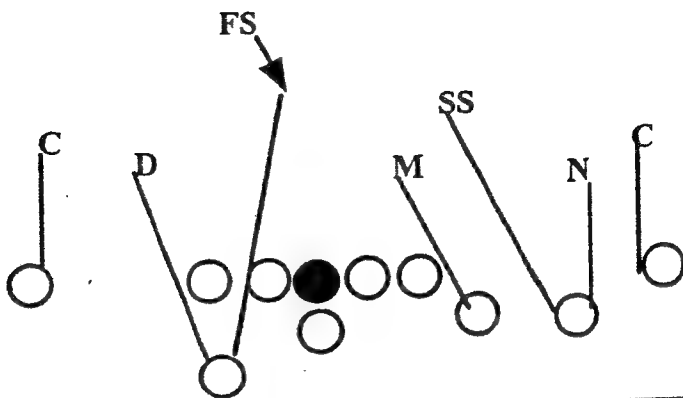
11- FS



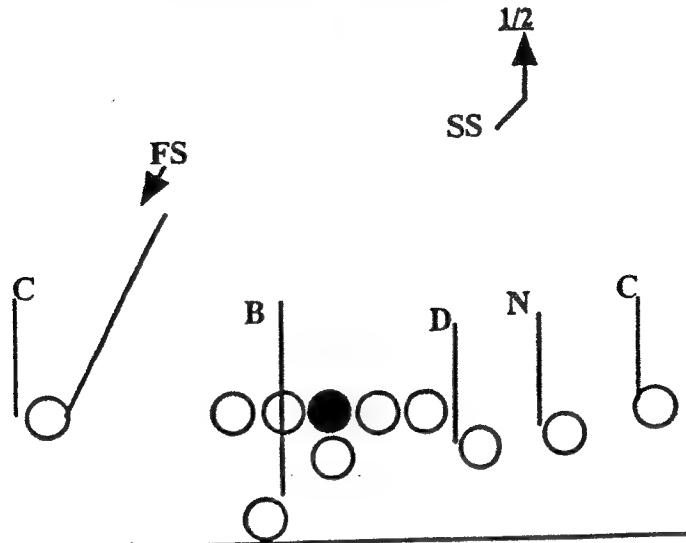
22-MAN



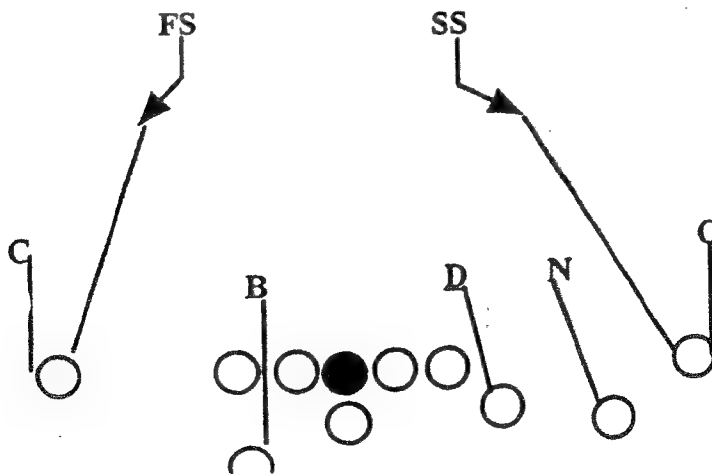
9 PINCH/7 RABBIT



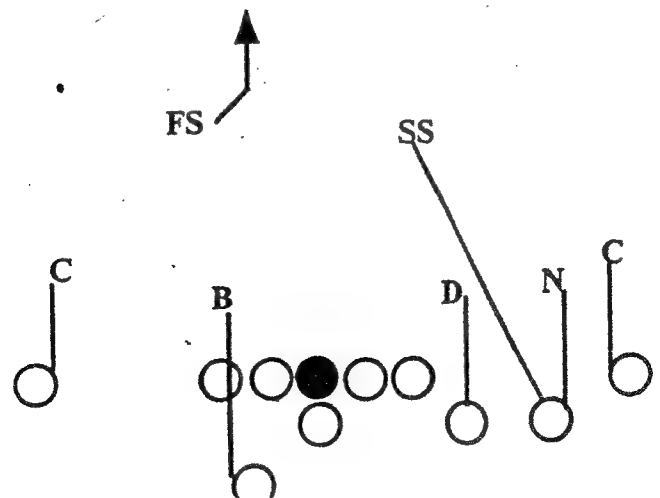
9 SPEC. 7 VISE



97 VISE

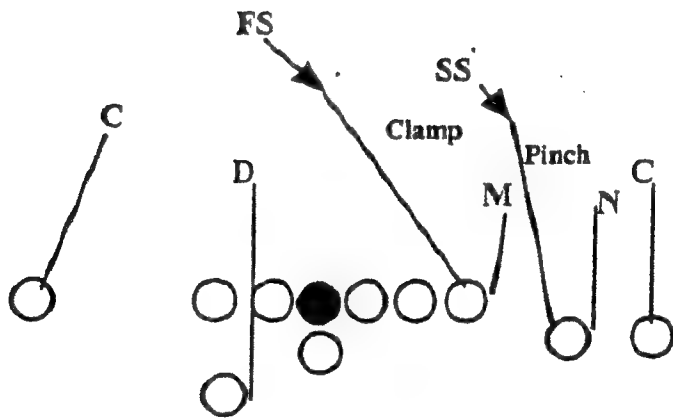


91 PINCH

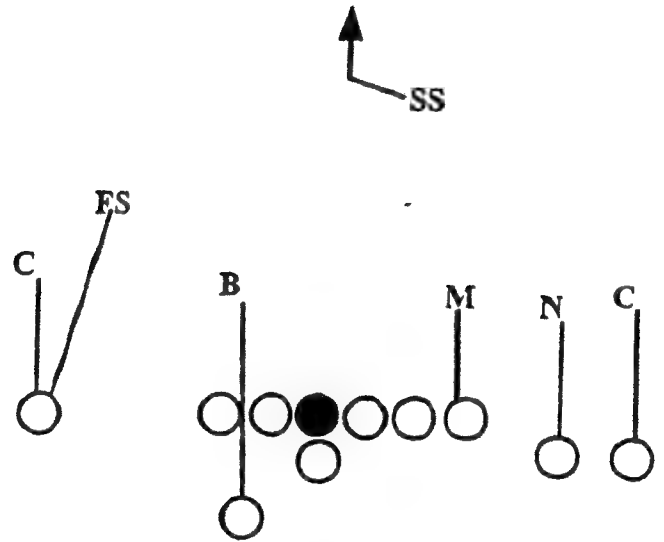


SUB-COVERAGES-MAN (2)

44 PINCH/CLAMP

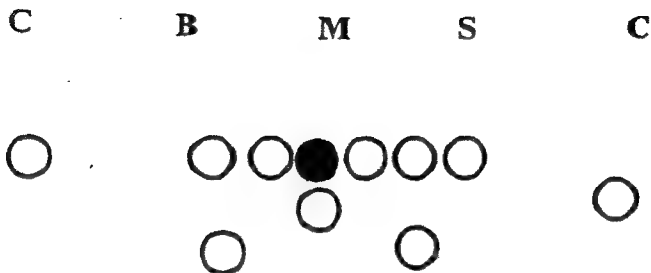


17 VISE



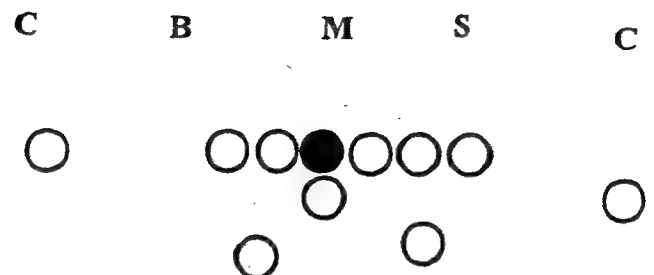
FS

SS



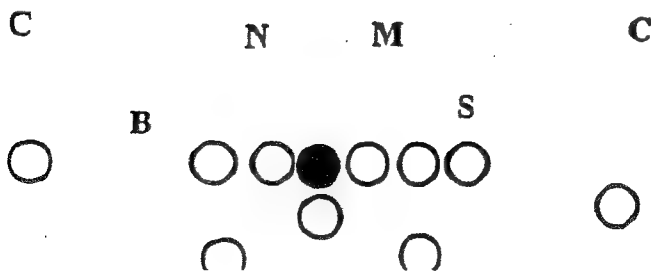
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SS



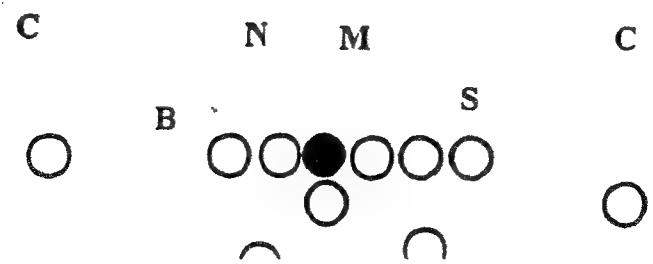
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SS

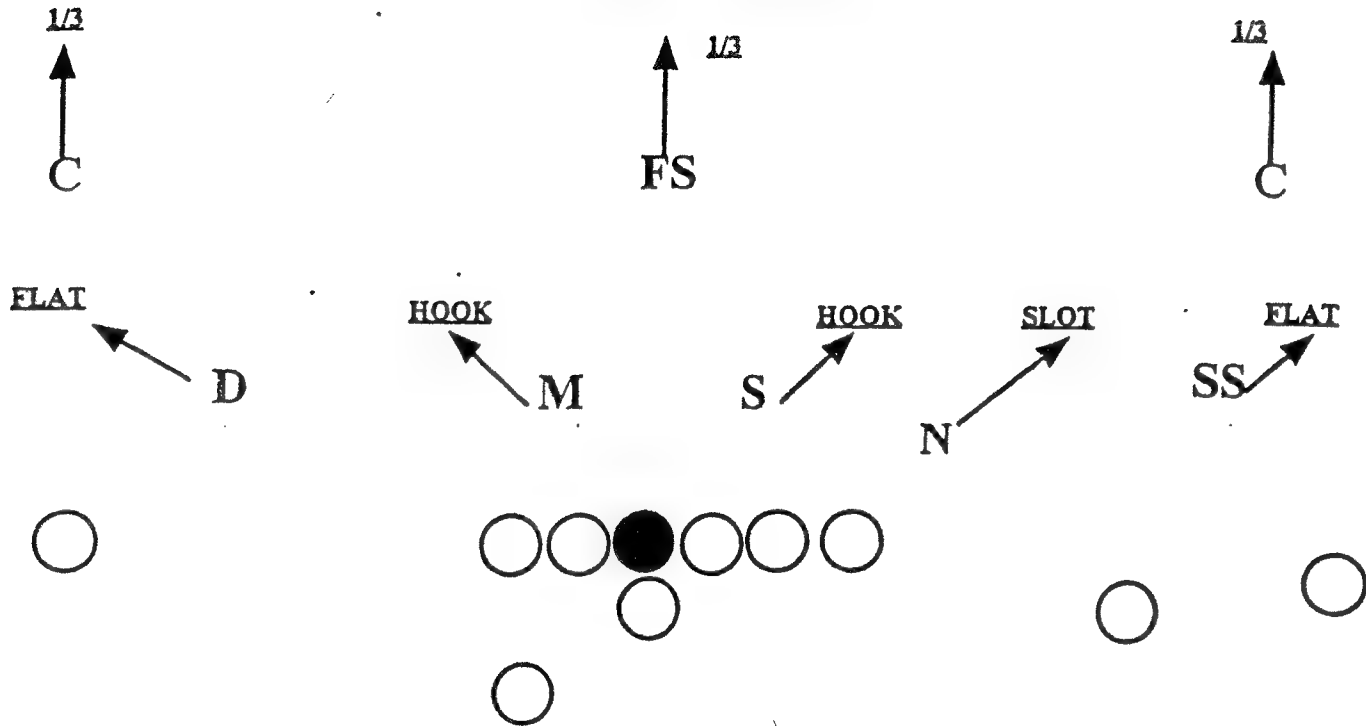


FS

SS

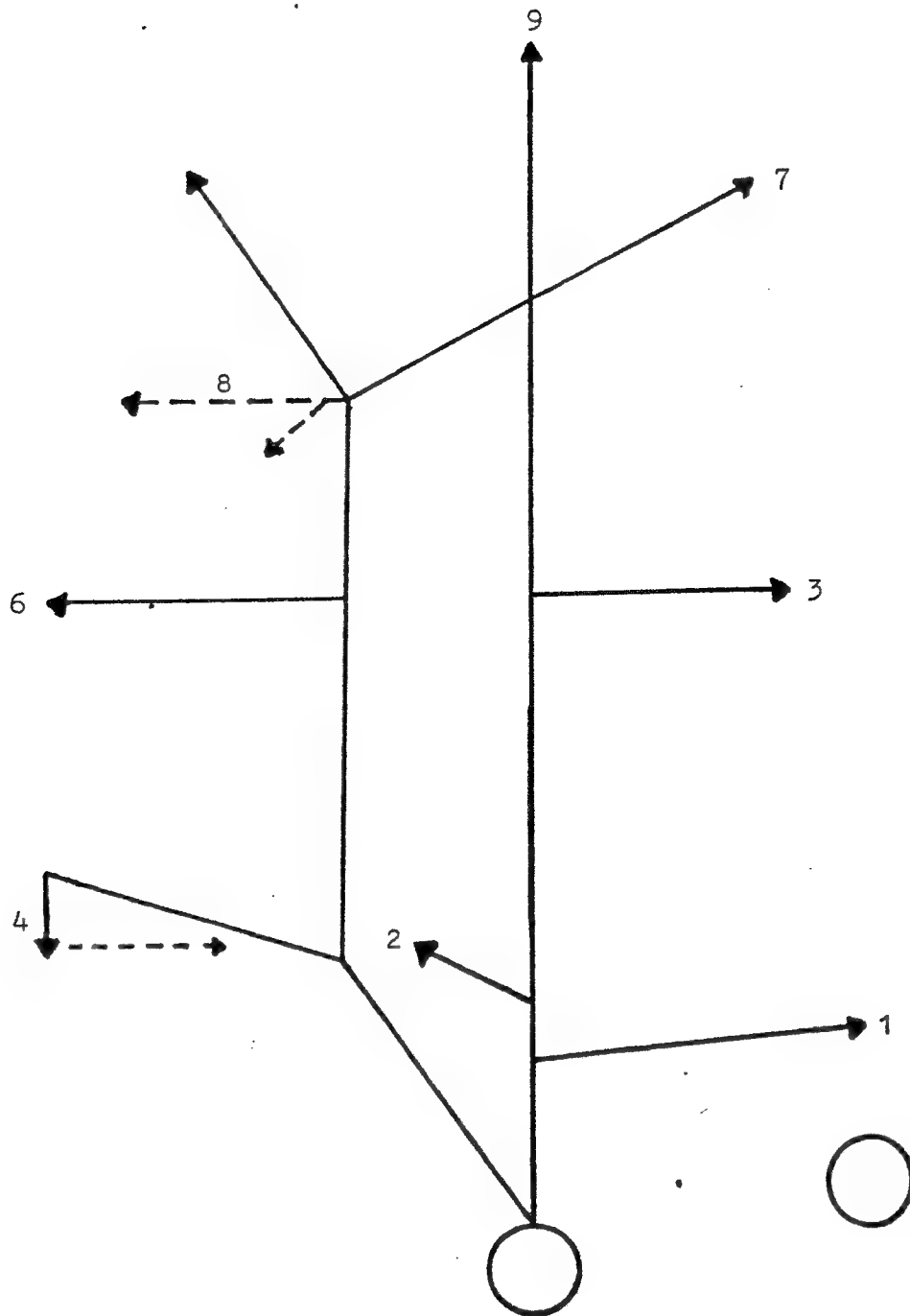


COVER 36 MAX



POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	Outside 1/3. Same as Cover 3
STRONG SAFETY	Wide Slot Area	Strong flat Area, Reroute # 1
WEAK SAFETY	Same as Cover 3	Middle 1/3, Same as Cover 3
WEAK CORNER	Same as Cover 3	Outside 1/3, Same as Cover 3
STRONG SLOT	Slot Area	Strong Slot, Reroute # 2
STRONG HOOK	Same as Cover 3	Strong Hook, Same as Cover 3
WEAK HOOK	Same as Cover 3	Weak Hook, Same as Stub in Cover 3
WEAK FLAT	Weak Flat	

INSIDE RECEIVER ROUTES



COVER 36 MAN MAX

1/3
↑
C

1/3
↑
FS

1/3
↑
C

I/T M/M

D



I/T M/M

M



I/T M/M

S



I/T M/M

N



I/T M/M

SS



POSITION	ALIGNMENT	RESPONSIBILITY
STRONG CORNER	Same as Cover 3	Outside 1/3, Same as Cover 3
STRONG SAFETY	Inside # 1 Strong	I/T M/M on the # 1 Receiver Strong
FREE SAFETY	Same as Cover 3	Middle 1/3, same as Cover 3
WEAK CORNER	Same as Cover 3	Outside 1/3, Same as Cover 3
NICKEL	Inside # 2 Strong	I/T M/M # 2 Receiver Strong
STUB	Inside # 3 Strong	I/T M/M on the # 3 Receiver Strong
AC	Inside # 2 Weak	I/T M/M on the # 2 Receiver Weak

BUFFALO BILLS RUNNING GAME

1. PLUS PLAYS (ONLY)
2. PLAYS THAT CAN BE RUN REGARDLESS OF DEFENSE - (LINE CALLS)
3. ALERTS - RUNS TIED TO PASSES
RUN THE CALL IF LOOK IS CORRECT
4. HARD BALL POWER (42/43 lm)
5. SOFT BALL FINESSE (20/21 - 122/123)
6. SEPARATION PLAYS WITH OR WITHOUT FINESSE (TRUCK - POWER)
7. SOLID LINE ZONE BLOCKING TO TAKE ADVANTAGE OF "READERS"

ZONE

36/37
34/35
32/33

POWER

144/145
44/45

TRUCK

54/55
154/155
56/57

LEAD

42/43 LM

DRAW

20/21 (BRUSH)
122/123 (PAINT)

COUNTER

56/57 CT

TEEN SERIES

10-11

<p>UNDER KC center calls: MAN</p>	<p>OVER KC center calls: MAN</p>
<p>UNDER center calls: GAP</p>	<p>OVER STACK center calls: GAP</p>
<p>46 (over or under) center calls: RAY</p>	<p>DBL SINK (over or under) center calls: MAN</p>
<p>4-3 BOSS 2 DEEP center calls: GAP</p>	<p>4-3 BOW 2 DEEP center calls: GAP</p>
<p>4-3 BOSS 1 DEEP center calls: YOU</p>	<p>4-3 BOW 1 DEEP center calls: YOU</p>
<p>NICKEL 4-2 center calls: YOU</p>	<p>NICKEL 4-2 center calls: YOU</p>

20 SERIES

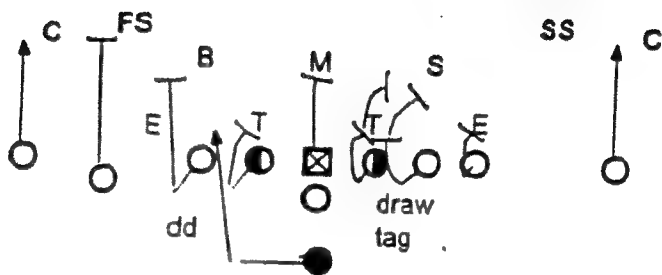
20 - 21

122 - 123 BASE (ACE PERSONNEL)

122 - 123 PAINT (3 WIDES)

122 - 123 PAINT (ACE PERSONNEL)

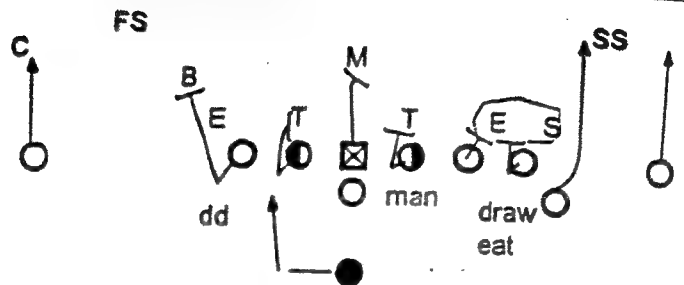
DESCRIPTION : A single back draw (no lead blocker) to the open side of a formation. It is best vs 6 in box, but can be effective vs 7 in box if defense is in a pass rush & defend mode.



43 STACK L

Center Call:

MAN

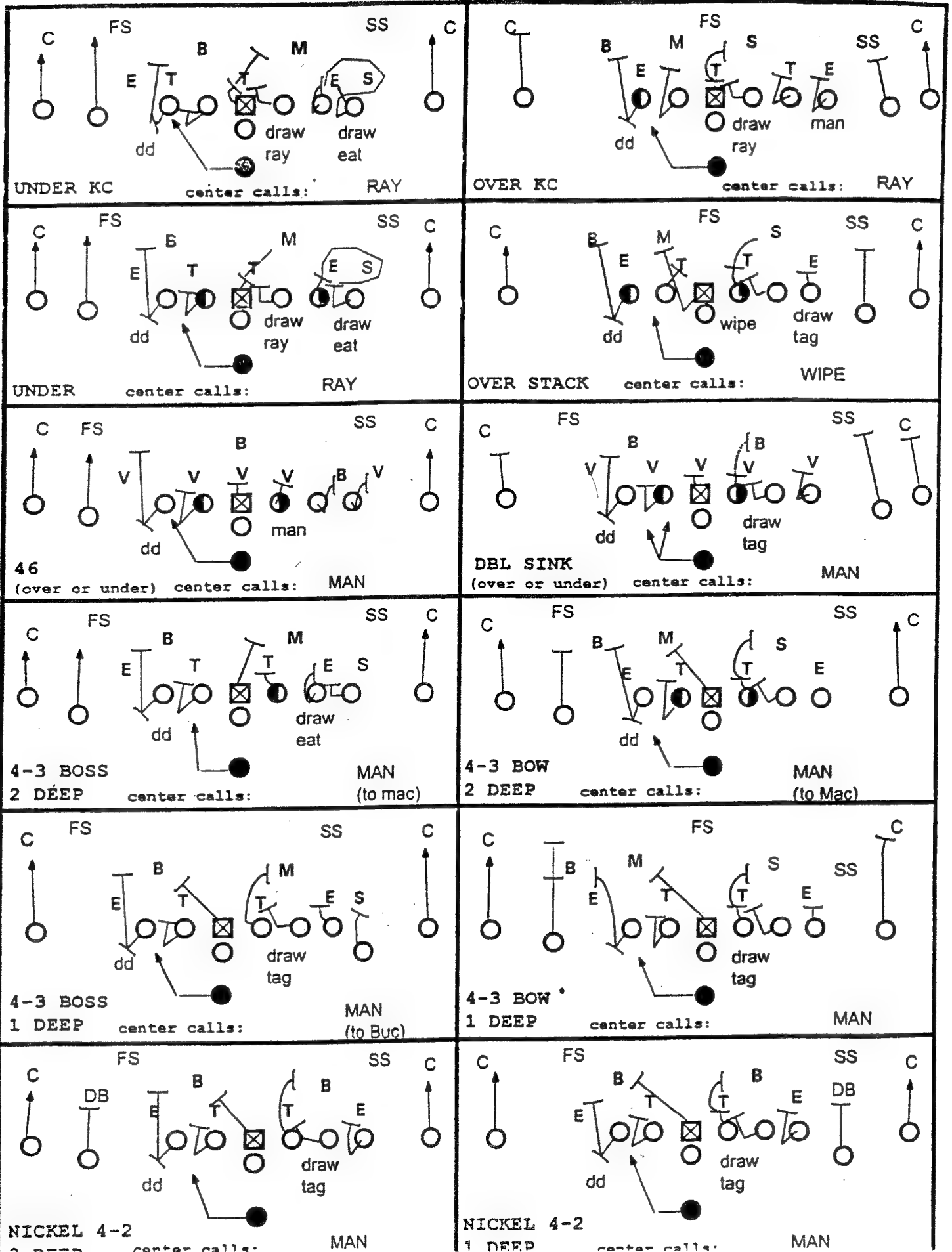


43

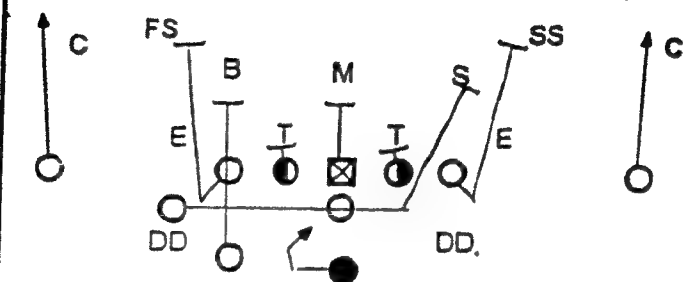
Center Call:

MAN

POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Run off vs man. Block M.D.M. vs zone
OWR	Run off vs man. Block M.D.M. vs zone
QB	Use drop back pass drop. Hand ball to R, fake pass set.
R	Move to playside. Wait to receive ball from QB Run off playside guard's block.
P W/Y	Playside slot - Run off vs man, block vs zone. Block 1st level if in front of you to second level. If 1st level runs inside. (DD tackle will block 1st level)
R W/Y	Set for pass, draw eat, man on
OL	Center calls blocking 1. If covered, he calls man or ray/lou 2. If uncovered, he calls which LB he will block. a. He blocks LB from over him to playside who cannot be blocked by the outside guard or tackle. b. If there is a "P" LB (inside tag guard box) he calls man. c. If his LB is playside he calls man or wipe Playside guard, on man call, sets outside DT and pins him on inside rush. On wipe call, he blocks the offset nose while center folds around. Playside tackle, take great pass set, direct DE up field. Release down field to block Buc or secondary defender (double duty = DD)



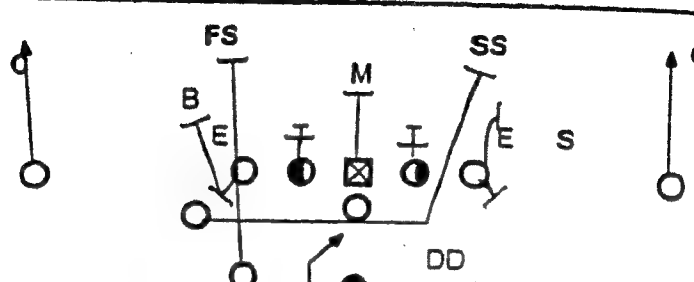
DESCRIPTION :



43 STACK L

Center Call:

MAN



43

Center Call:

MAN

POSITION

ASSIGNMENTS AND COACHING POINTS

PWR

Run off vs Man
M.D.M. vs Zone

OWR

Run off vs Man
M.D.M. vs Zone

QB

R

Sprint Spot = Set to guards inside leg away from hole called. Accept ball, sprint to hole called. Odd = key center. Even = key call side guard.
Run for daylight.

P W/Y

Lead block playside LB. If playside LB is off LOS outside DE, playside tackle may block him double duty. You go on to SS.

R W/Y

Lead block offside LB. If offside LB is off LOS outside DE, offside tackle may block him on double duty. You go on to FS.

OL

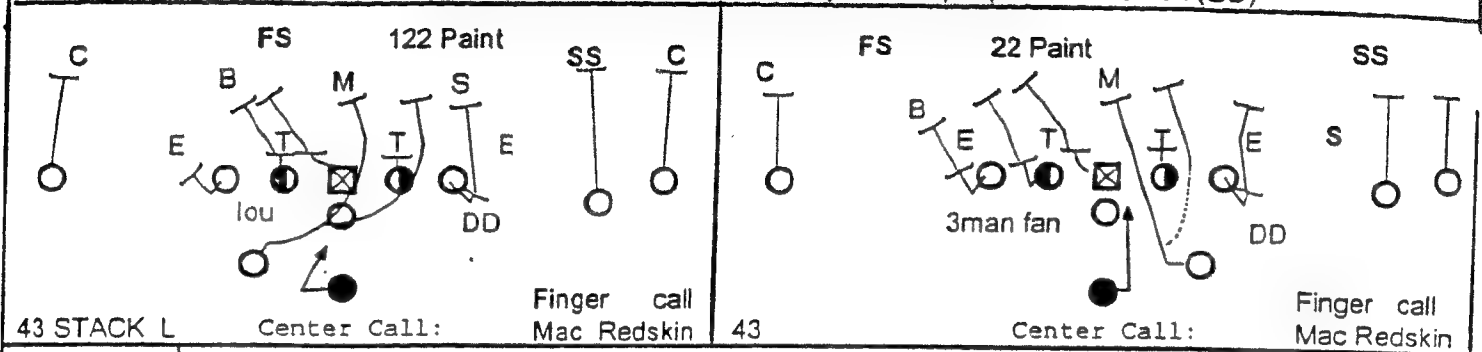
Playside tackle/offside tackle- Double duty Def. end to near safety. If you encounter near LB 1st block him.

Offside guard/center/playside guard- You are responsible for 2 Def. tackles and Mac.

- Man call set and attack. (center find best path to get to assigned LB).
- Lion/Ram call - center block DT to side of call. Call side guard find best path to get to assigned LB.

<p>UNDER KC center calls: MAN</p>	<p>OVER KC center calls: MAN</p>
<p>UNDER center calls: RAM</p>	<p>OVER STACK center calls: LION</p>
<p>46 (over or under) center calls: MAN</p>	<p>DBL SINK (over or under) center calls: MAN</p>
<p>4-3 BOSS 2 DEEP center calls: RAM</p>	<p>4-3 BOW 2 DEEP center calls: LION</p>
<p>4-3 BOSS 1 DEEP center calls: RAM</p>	<p>4-3 BOW 1 DEEP center calls: LION</p>
<p>NICKEL 4-2 center calls: RAM</p>	<p>NICKEL 4-2 1 DEEP center calls: LION</p>

DESCRIPTION : Isolation draw play on a LB identified by center. This play is designed for 6 blockers vs 6 in a box. Our playside tackle must effectively block 2 people vs 7 in a box (DD)

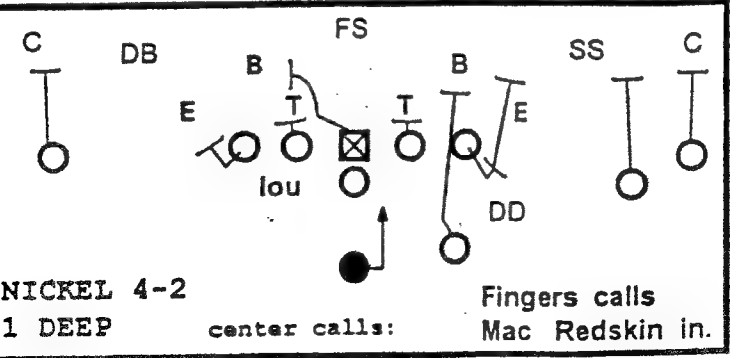
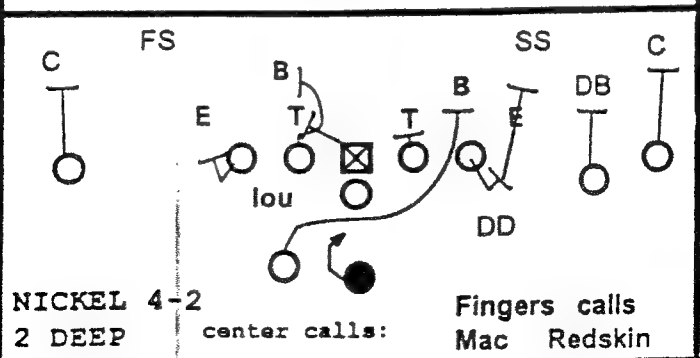
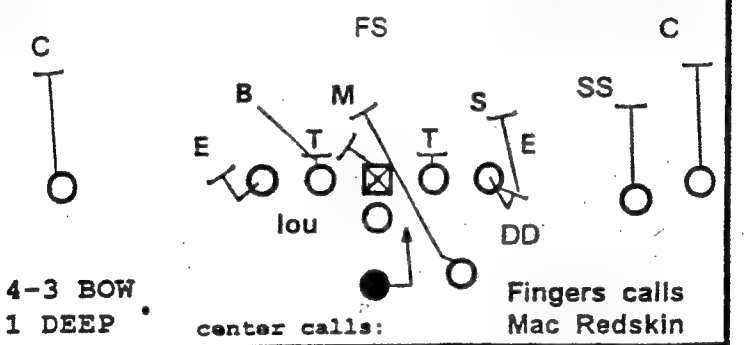
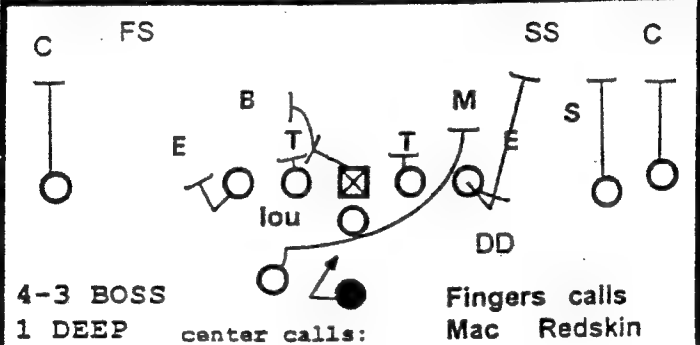
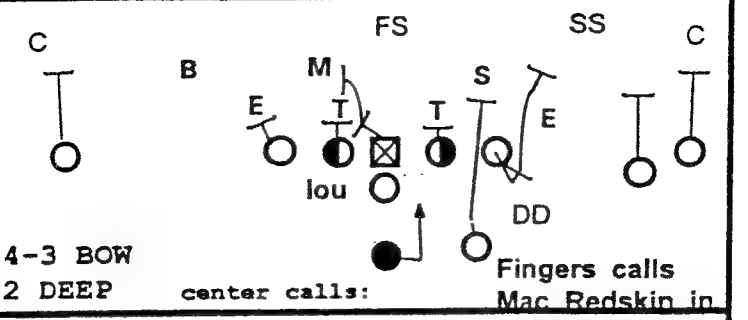
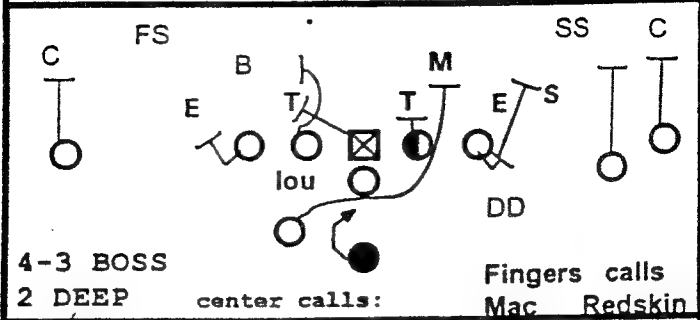
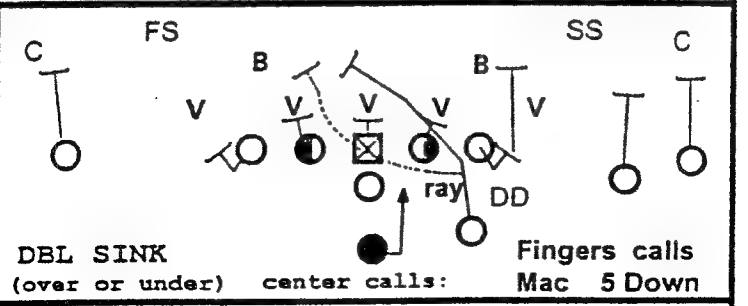
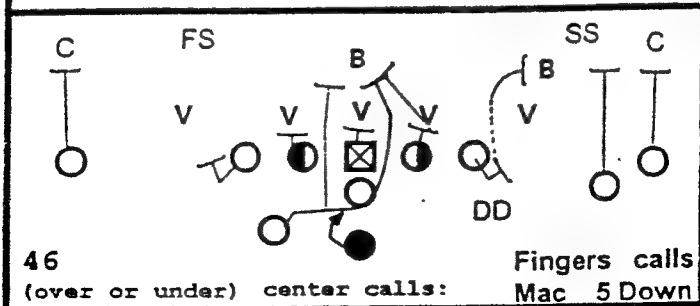
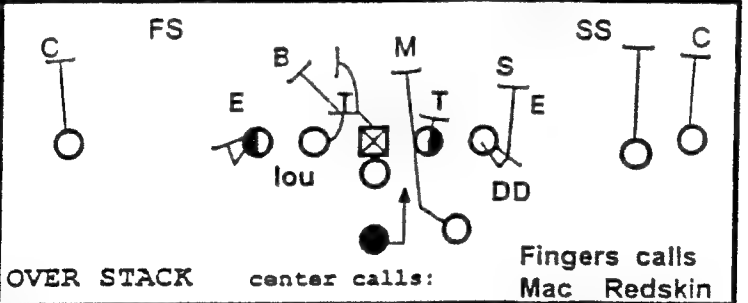
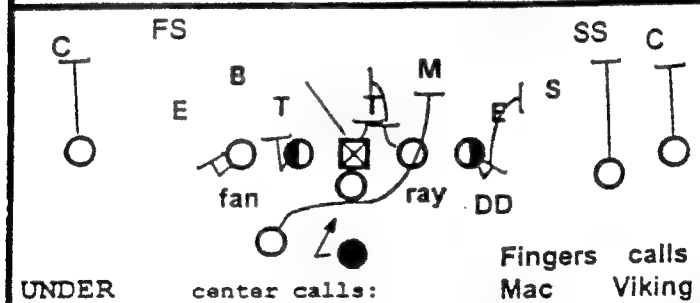
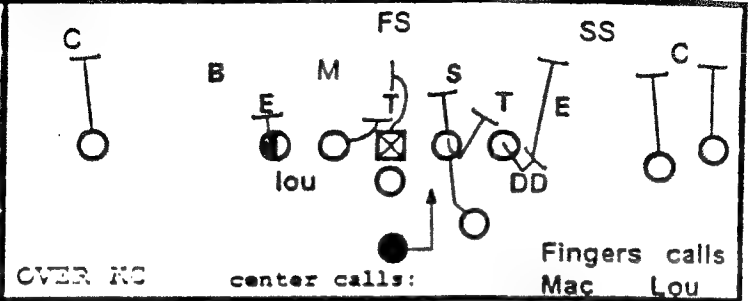
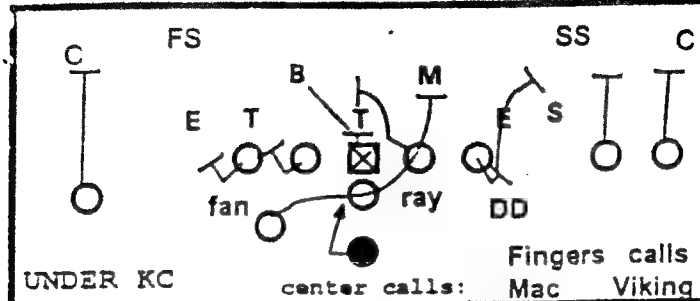


POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Run off vs Man Block M.D.M. vs Zone
OWR	Run off vs Man Block M.D.M. vs Zone
QB	
R	Sprint Spot: 22 paint. Set to call side guard accept ball, key call side guard and Y. 122 Paint. Set away hole, go to hole, same key.
P W/Y	Block Most Dangerous Man
R W/Y	Lead block on LB identified by center Cover him up.
OL	Center identify Mac Call appropriate double team away from P.O.A. a. Calls used are slide protection terms in order that the line can adjust to position and blitz of Will. (Redskin, Viking) b. Any other calls signal a special identification of Mac. Because of defensive front (8 man front) (nickel front) (5 down front) All single blocks require a set that looks like a pass set then attack. Playside tackle uses double duty technique: (DD)

122 PAINT

(3 WIDES)

22 PAINT



122 PAINT

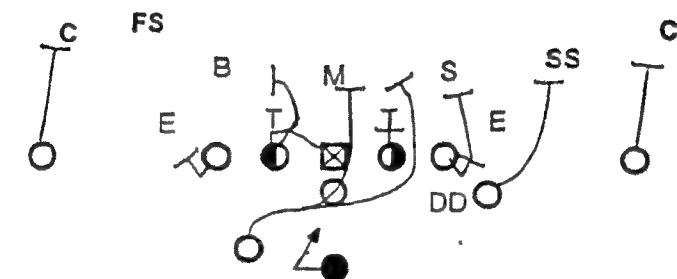
(ACE PERSONNEL)

22 PAINT

<p>UNDER KC center calls: Viking</p>	<p>OVER KC center calls: Lou</p>
<p>UNDER center calls: Viking</p>	<p>OVER STACK center calls: Redskin</p>
<p>46 (over or under) center calls: 5 Down</p>	<p>DBL SINK (over or under) center calls: 5 Down</p>
<p>4-3 BOSS 2 DEEP center calls: Redskin</p>	<p>4-3 BOW 2 DEEP center calls: Redskin inside</p>
<p>4-3 BOSS 1 DEEP center calls: Redskin</p>	<p>4-3 BOW 1 DEEP center calls: Redskin inside</p>
<p>NICKEL 4-2 2 DEEP center calls: Redskin</p>	<p>NICKEL 4-2 1 DEEP center calls: Redskin inside</p>

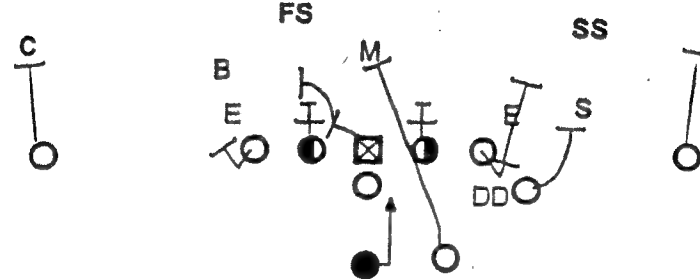
22/23 PAINT 122/123 PAINT (ACE PERSONNEL)

DESCRIPTION : Same as 22/23 Paint from 3 wides



Center Call:

Redskin



Center Call:

Redskin

POSITION

ASSIGNMENTS AND COACHING POINTS

PWR

Run off vs Man
Block M.D.M vs Zone

OWR

Run off vs Man
Block M.D.M vs Zone

QB

R

Same as 22/23 Paint

P W/Y

Block the most dangerous defender outside or upfield from the playside defensive end. (ARC) CP 46 defense & double sink - block defensive end.

R W/Y

Same as 22/23 Paint 122/123 Paint (3 wides)

OL

Same as 22/23 Paint 122/123 Paint (3 wides)

30 SERIES

34 - 35 ZONE

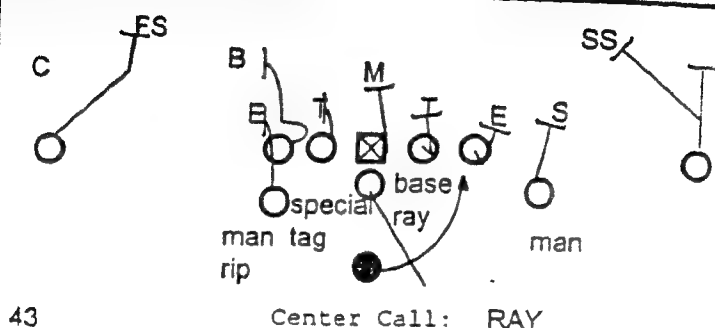
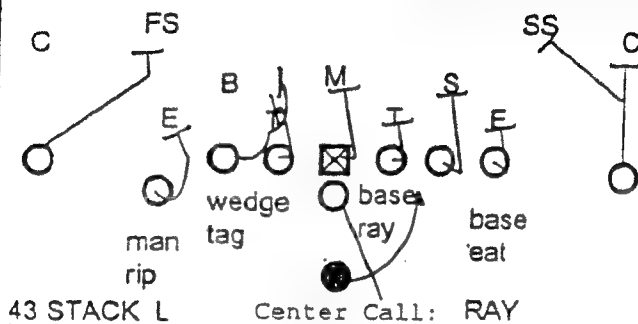
36 - 37 ZONE

32 - 33 ZONE

34 - 35 CRUNCH \

PLAY: 34/35 ZONE

DESCRIPTION : This play normally requires 3 offside blockers. R must challenge playside 4/5 hole on initial move so that on the 1st two steps LBS cannot tell the difference between 36/37 zone and 34/35 zone.



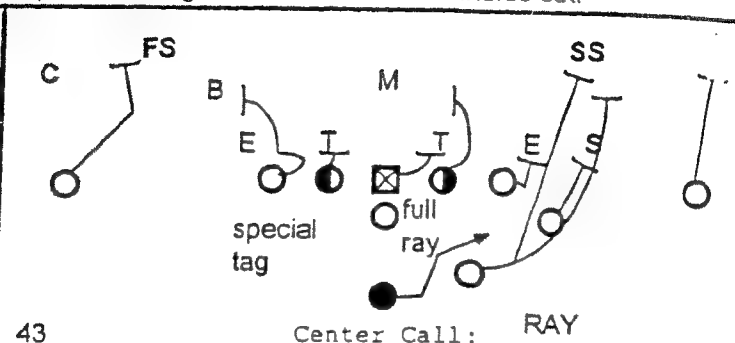
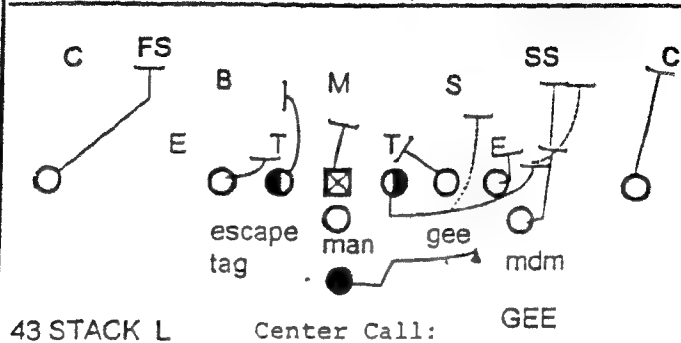
POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	M.D.M (MOST DANGEROUS MAN)
OWR	CUT OFF
QB	OPEN TO HOLE CALLED. DRIVE BALL DEEP. HANDOFF AS DEEP AS POSSIBLE, TO ALLOW FOR CUTBACK. FAKE FRANK
R	ROLL STEP TO INSIDE LEG OF PST. ON CROSS OVER, GAIN GROUND. 3 RD STEP ROLL TO HOLE. KEY PLAYSIDE TACKLE'S BLOCK. RUN TO DAYLIGHT.
P W/Y	INSIDE ZONE BLOCKING PRINCIPLES (34/35) (SEE OL)
R W/Y	INSIDE ZONE BLOCKING PRINCIPLES (34/35) (SEE OL)
OL	<p>4/5 HOLE INSIDE ZONE BLOCKING (1ST STEP WITH PLAYSIDE FOOT. CONTROL PLAYSIDE GAP) (COVER UP DEFENDERS)</p> <ol style="list-style-type: none"> BLOCKERS AT POINT OF ATTACK OR NEAR IT: <ol style="list-style-type: none"> VS. BALANCED FRONTS, ATTACK ASSIGNED DEFENDERS ON HIS SIDE OF LOS. PLAYSIDE STEP ALLOWS FOR STUNT ADJUSTMENTS. VS. STUNTS, WEDGE TO SECOND LEVEL. VS. STACKS, WEDGE TO SECOND LEVEL. LB ESTABLISHES ANGLE OF WEDGE. OFFSIDE BLOCKERS: <p>USE RIP TECHNIQUE TO FORM WALL BETWEEN DEFENDER AND P.O.A.</p> <p>NOTE: MINUS CALLS ARE MADE WHEN MAC IS OFFSIDE. VS. EVEN FRONTS, MAC IS DETERMINED BY CENTER'S DECISION THAT THERE ARE (OR ARE NOT) MORE DEFENDERS THAN BLOCKERS TO THE PLAYSIDE. IF THERE ARE HE MAKES A PLUS CALL. IF THERE ARE NOT HE MAKES A MINUS CALL.</p>

34/35 ZONE

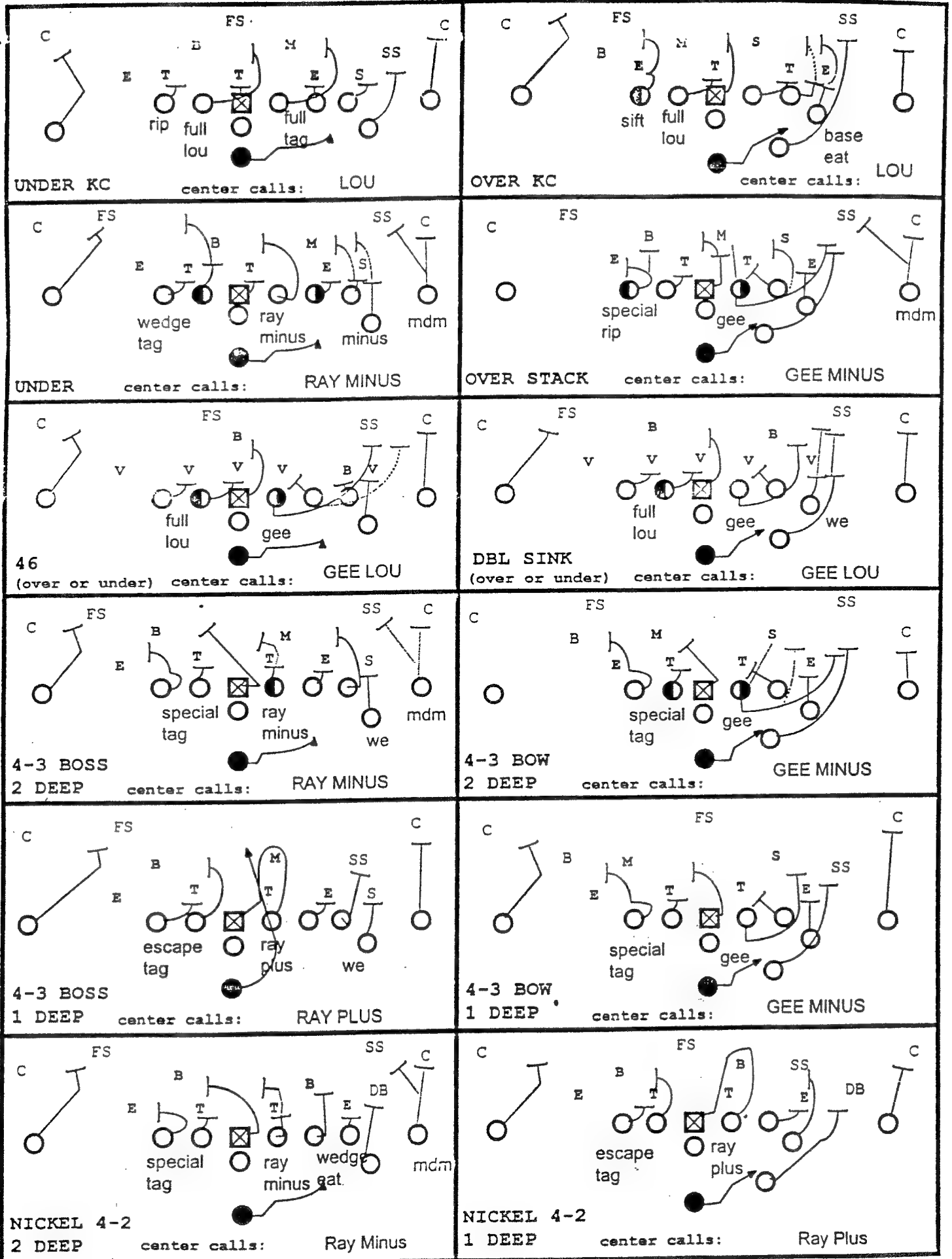
<p>UNDER KC center calls: LOU</p>	<p>OVER KC center calls: LOU</p>
<p>UNDER center calls: TAG</p>	<p>OVER STACK center calls: LOU</p>
<p>46 (over or under) center calls: LOU</p>	<p>DBL SINK (over or under) center calls: TAG</p>
<p>4-3 BOSS 2 DEEP center calls: RAY PLUS</p>	<p>4-3 BOW 2 DEEP center calls: RAY MINUS</p>
<p>4-3 BOSS 1 DEEP center calls: RAY PLUS</p>	<p>4-3 BOW 1 DEEP center calls: RAY PLUS</p>
<p>NICKEL 4-2 2 DEEP center calls: RAY MINUS</p>	<p>NICKEL 4-2 1 DEEP center calls: RAY MINUS</p>

PLAY : 36/37 ZONE

DESCRIPTION : This play normally requires a 4 man blocking surface. R must make his 1st two steps look like 34/35 zone. We are trying to get R outside. But a plus blocking scheme will invite an inside cut.

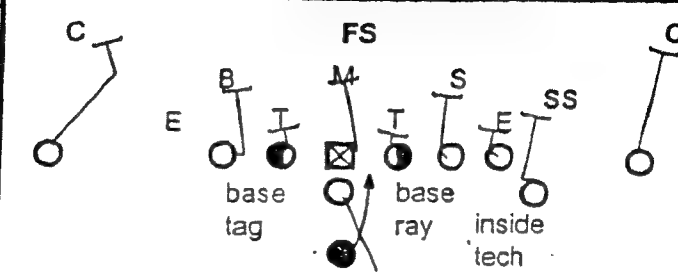


POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Block corner if we have 4 man blocking surface (T. formations). Block M.D.M (Most Dangerous Man) when we have a minus call. (Y or W will signal minus). Block M.D.M if we have a 3 man blocking surface (D formations).
OWR	CUT OFF
QB	
R	Explode to inside leg of P.S.T. on cross over, read PST's area for lane. Run to daylight.
P W/Y	OUTSIDE ZONE BLOCKING. (SEE OL)
R W/Y	BLOCK #4 (CAN BE FORCE OR STUB OR DE BASED ON CENTER'S CALL)
OL	<p>Outside zone (6/7 hole) blocking. (control playside gap). Minus & Gee schemes control pursuit and get R outside.</p> <ul style="list-style-type: none"> A. Normal outside zone principles used vs balanced fronts B. Gee scheme used when guard's outside zone technique will cause play to string out C. Minus scheme used (1. When buc is in the "P" position (in the guard box). (2. When mac and the playside tackle are too wide for the center to reach. D. Gee and minus can be combined. E. Plus scheme used when there are 5 defenders to playside. R cuts back.

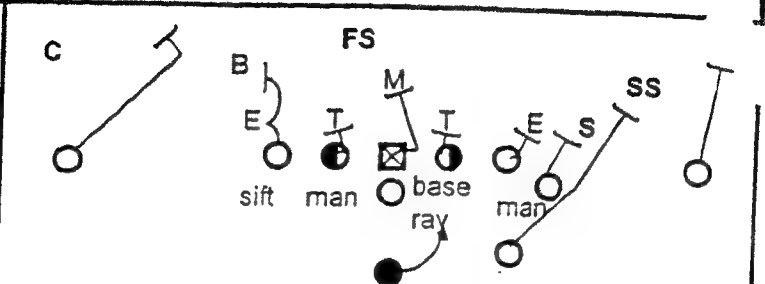


PLAY: 32/33 ZONE

DESCRIPTION : This is an inside zone blocking play used with a 4 man blocking surface playside and a 2 man surface offside. It is a quick hitting dive which cuts back against over shifted defensive fronts. R hits too quick for offside DE to make play.



43 STACK L Center Call: RAY



43 Center Call: RAY

POSITION

ASSIGNMENTS AND COACHING POINTS

PWR

Block corner
block SS on minus call (Y or W will signal minus call)

OWR

cut off

QB

R

Explode to near leg of playside guard. Read playside guard, to center area for hole. This play hits quick, and most likely will stay inside.

P W/Y

Inside zone blocking (32/33) (see OL)
Signal PWR on minus call

R W/Y

Block # 4 (Force, Stub, DE based on call)

OL

2/3 hole inside zone blocking principles.

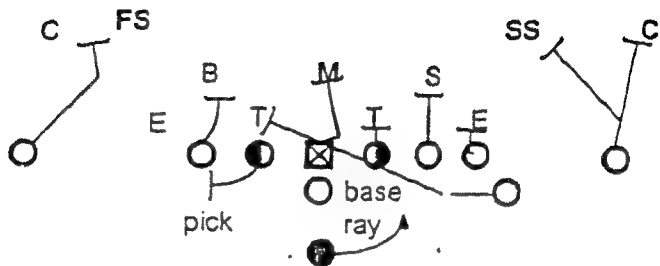
Center & Guards must take playside step to get defense moving and then face up defenders. Playside tackle and YW must use inside or outside step depending on position of assigned defender. Not much flow will be established by R's path so you must be sure not to get beat inside. offside tackle will block man on minus calls.

32/33 ZONE

<p>UNDER KC center calls: BASE TAG</p>	<p>OVER KC center calls: LOU</p>
<p>UNDER center calls: RAY</p>	<p>OVER STACK center calls: LOU</p>
<p>46 (over or under) center calls: LOU</p>	<p>DBL SINK (over or under) center calls: TAG</p>
<p>4-3 BOSS 2 DEEP center calls: RAY MINUS</p>	<p>4-3 BOW 2 DEEP center calls: RAY MINUS</p>
<p>4-3 BOSS 1 DEEP center calls: RAY PLUS</p>	<p>4-3 BOW 1 DEEP center calls: RAY MINUS</p>
<p>NICKEL 4-2 2 DEEP center calls: RAY MINUS</p>	<p>NICKEL 4-2 1 DEEP center calls: RAY PLUS</p>

34/35 CRUNCH

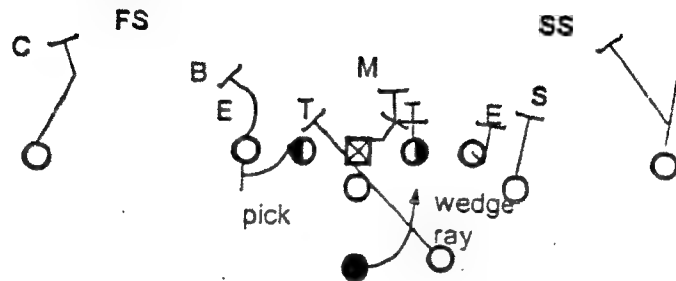
DESCRIPTION : Best vs an even defense or a penetrating under or over gapped defense. We want to trap the first penetrator past the center on the offside.



43 STACK L

Center Call:

RAY



43

Center Call:

RAY

POSITION

ASSIGNMENTS AND COACHING POINTS

PWR

M.D.M

OWR

Cut off

QB

R

Short Roll = to tail of playside guard, read crunch block, run to daylight. Know who is being crunch blocked.

P W/Y

Block 2 hole (not 4 Hole) zone technique

R W/Y

Lead blocker
odd defense, both guards uncovered - wham nose.

OL

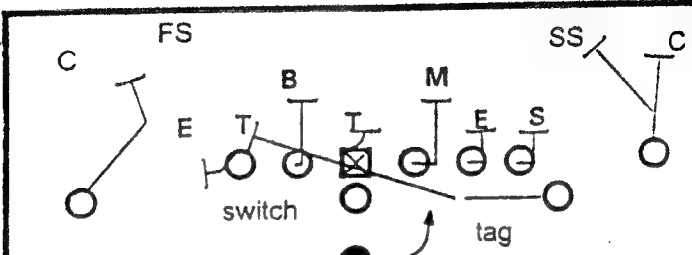
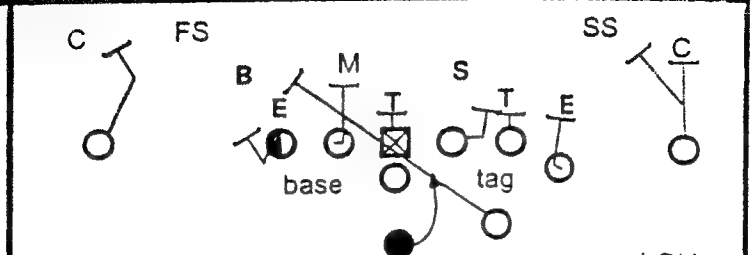
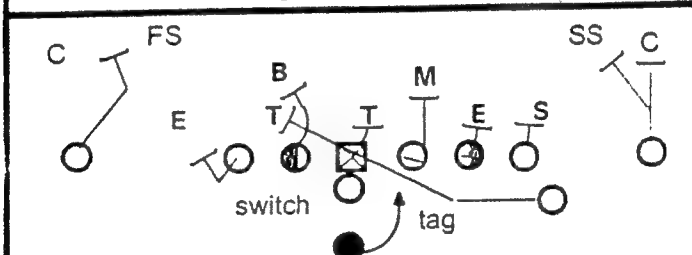
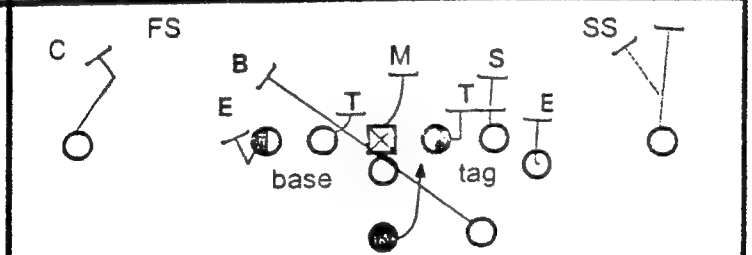
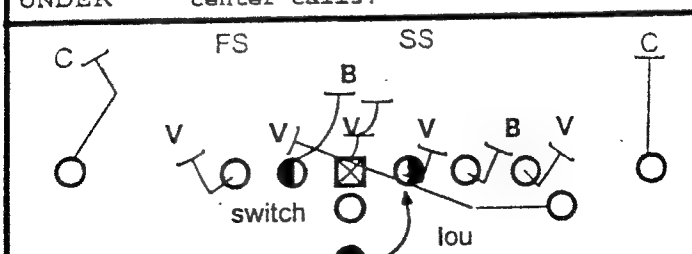
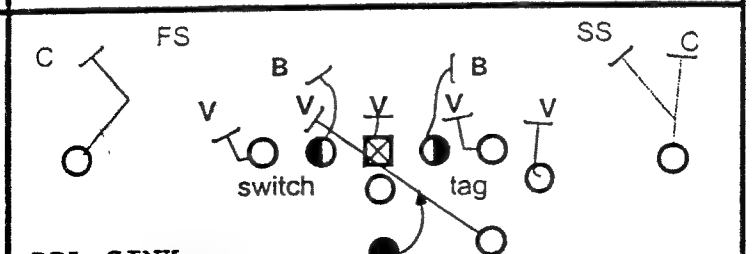
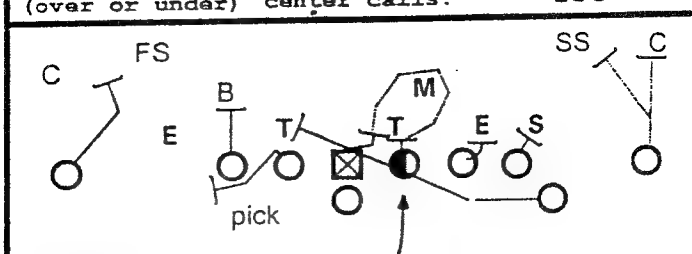
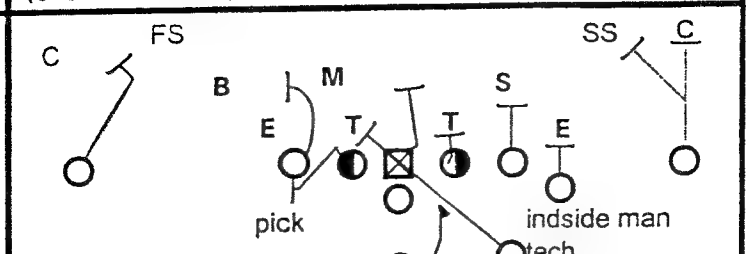
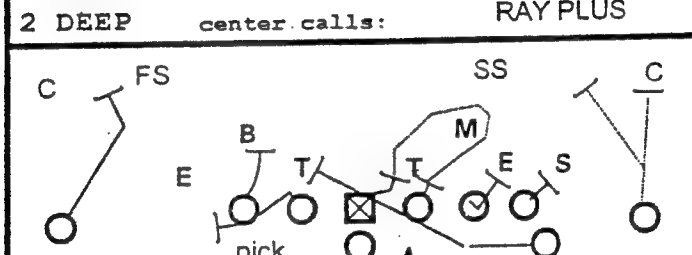
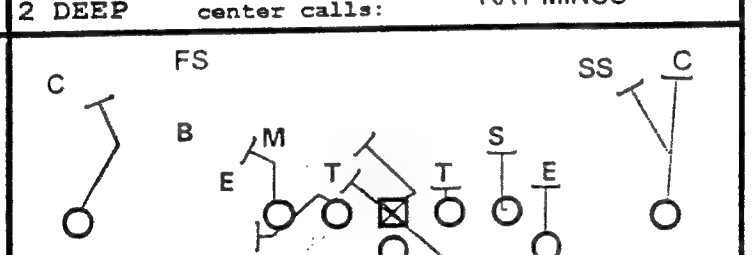
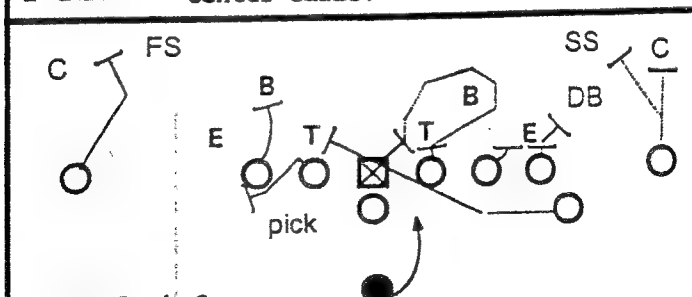
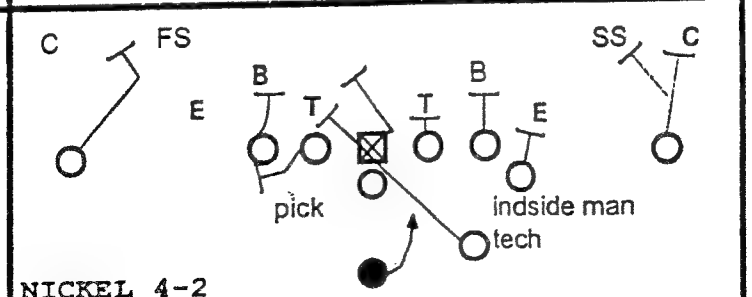
Playside T & G - block 2 hole zone blocking techniques (not 4 hole) based on center call

center calls - calls made like 34/35 zone.

off guard calls

1. Pick- Tackle blocks buc. Guard influences DT and blocks Def. End.
2. Switch- Guard blocks buc because tackle can't get him. Tackle blocks DE.
3. Base- Used vs over defenses when offside DT is shading center or on him.
Center and guard block DT and mac. Offside tackle & trapper block DE & buc.

34/35 CRUNCH

 <p>UNDER KC center calls: LOU</p>	 <p>OVER KC center calls: LOU</p>
 <p>UNDER center calls: TAG</p>	 <p>OVER STACK center calls: LOU</p>
 <p>46 (over or under) center calls: LOU</p>	 <p>DBL SINK (over or under) center calls: MAN</p>
 <p>4-3 BOSS 2 DEEP center calls: RAY PLUS</p>	 <p>4-3 BOW 2 DEEP center calls: RAY MINUS</p>
 <p>4-3 BOSS 1 DEEP center calls: RAY PLUS</p>	 <p>4-3 BOW 1 DEEP center calls: RAY MINUS</p>
 <p>NICKEL 4-2 2 DEEP center calls: RAY PLUS</p>	 <p>NICKEL 4-2 1 DEEP center calls: RAY MINUS</p>

40 SERIES

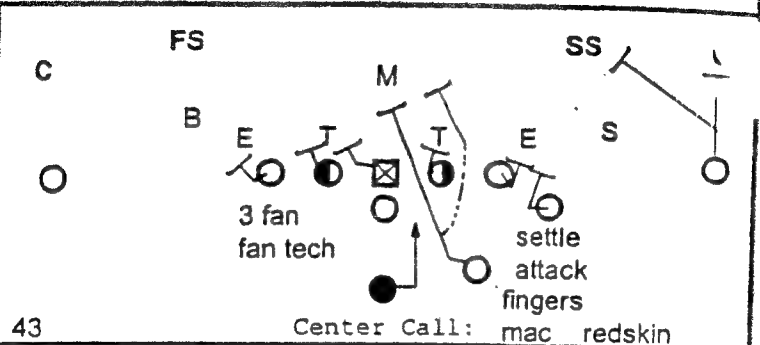
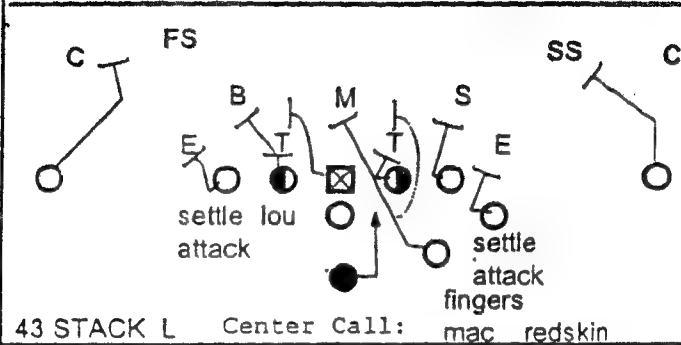
42 , -43 LEAD MAC

46 - 47 POWER, 56-57 POWER, 146-147 POWER

44 - 45 POWER, 54-55 POWER, 144-145 POWER

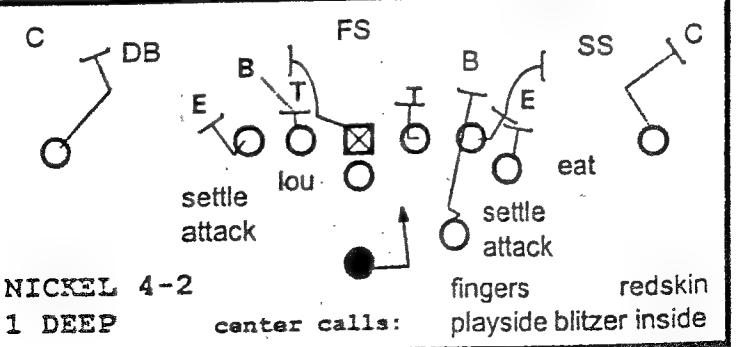
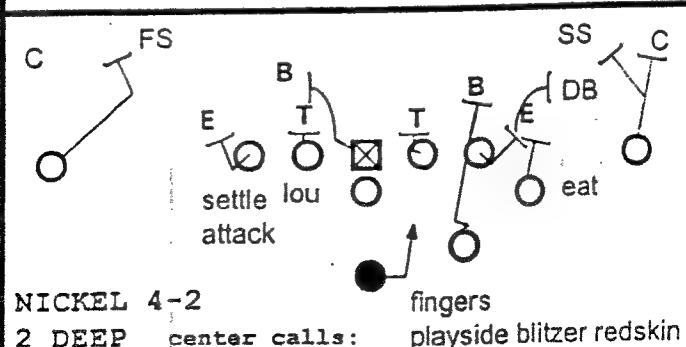
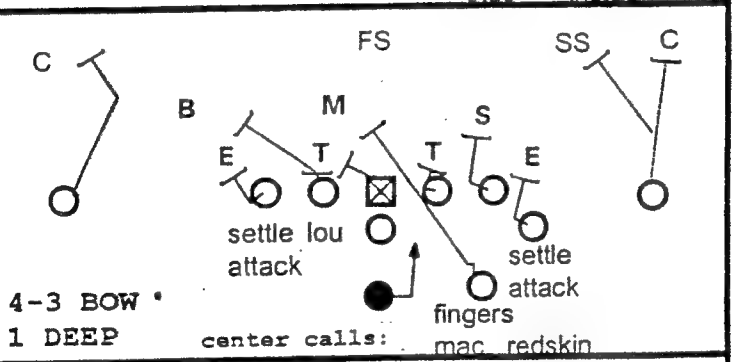
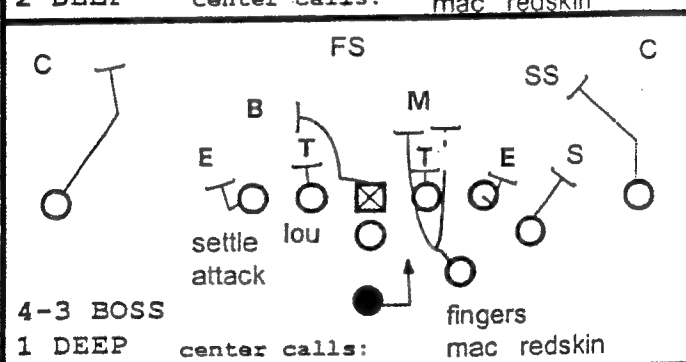
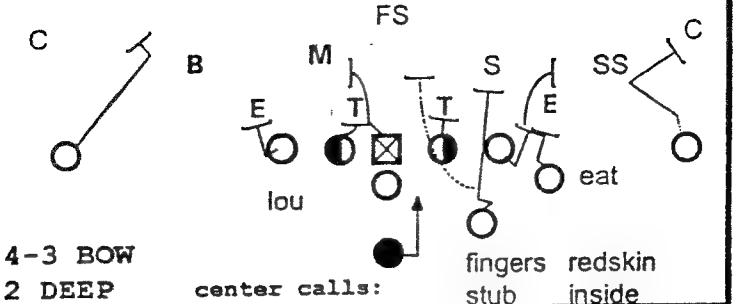
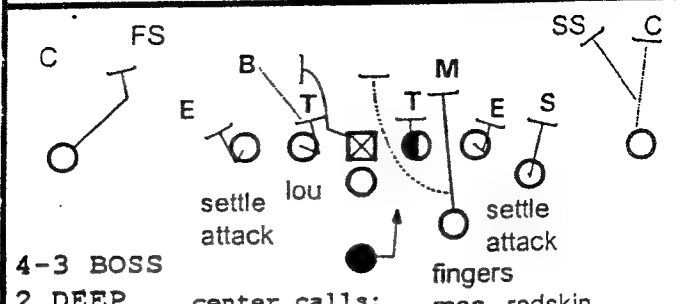
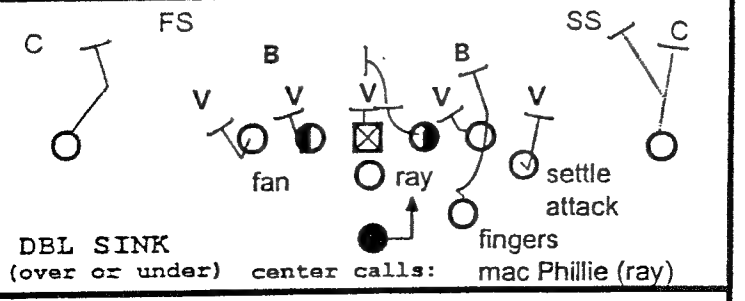
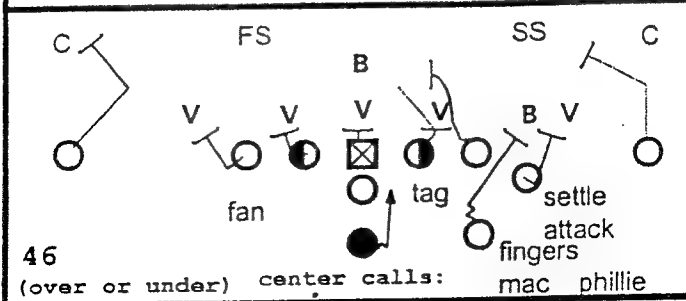
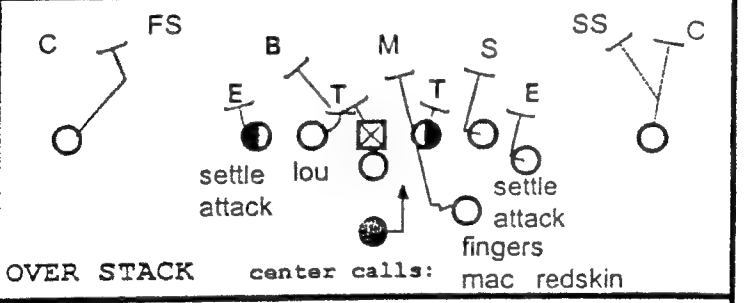
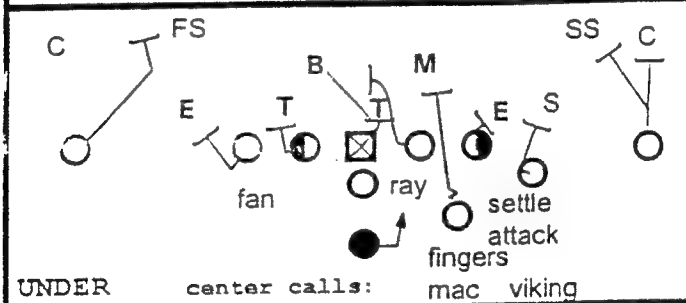
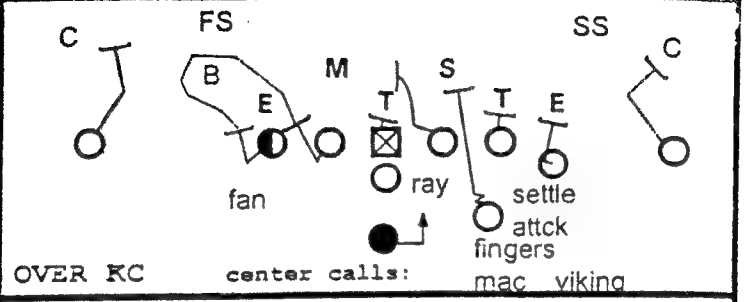
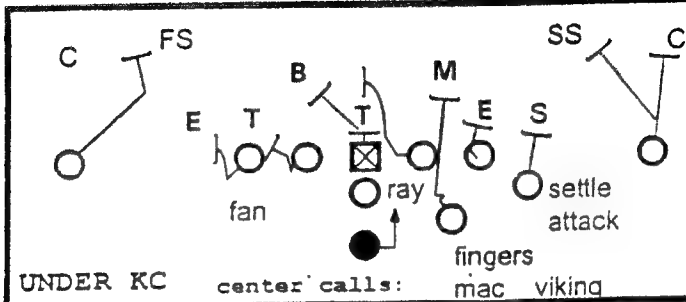
PLAY: 42/43 LEAD MAC

DESCRIPTION : Isolation play on LB identified by center. Double team away from point of attack.
Man block at point of attack.

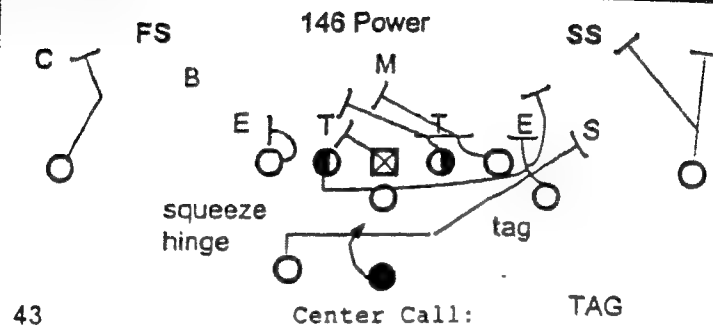
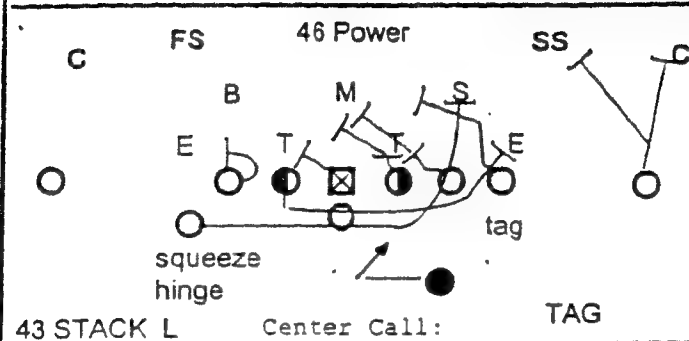


POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Most Dangerous Man
OWR	cut off
QB	
R	"Q" Position: take lateral skip to PSG tail, accept ball read lead blocker for hole. Note: Brown position be under control on lateral slide. Do not over run hole.
P W/Y	Settle, Attack (See OL)
R W/Y	Center identifies Mac Lead block on Mac
OL	Center identifies Mac. Calls for appropriate double team away from P.O.A A. Calls used are slide pass protection terms in order that line can adjust to position and blitz of Buc (redskin, viking, phillie) B. Any other calls signal a special identification of Mac because of defensive front. (8 man front) (nickel front) Note: All single blocks require a quick settle step to adjust for stunts and charges.

42/43 LEAD MAC



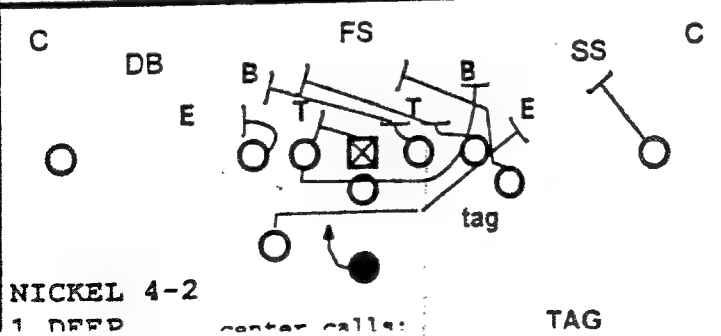
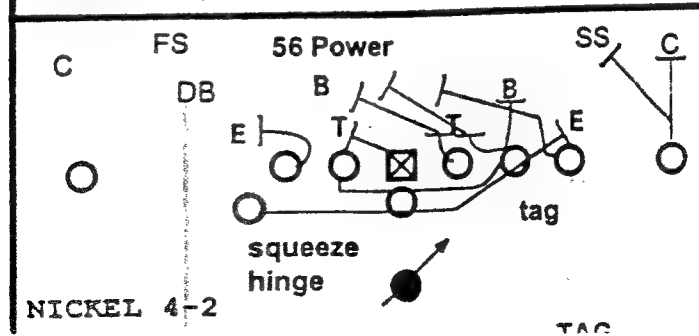
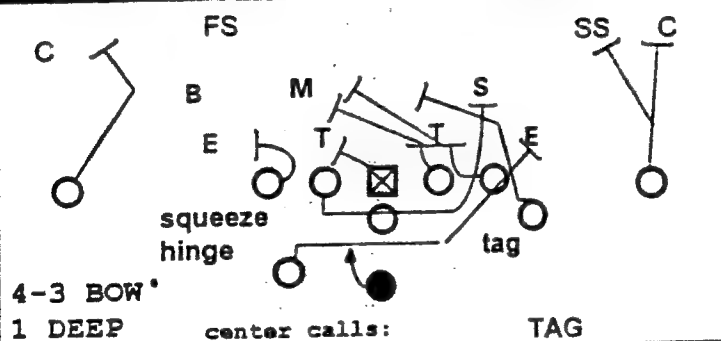
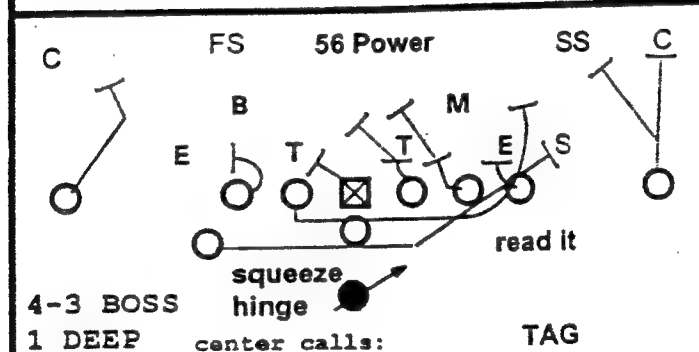
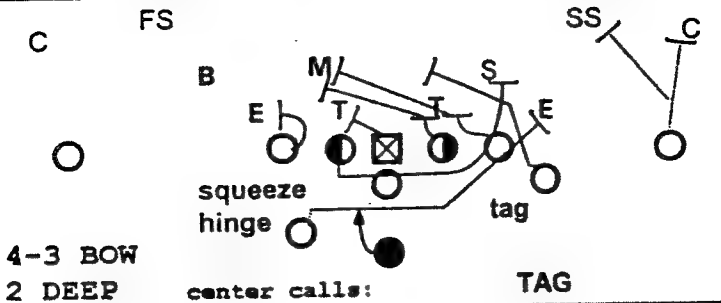
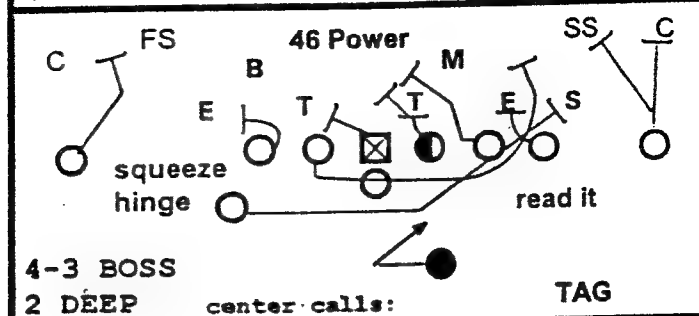
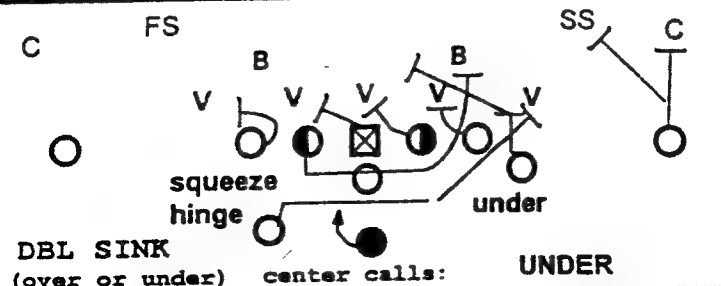
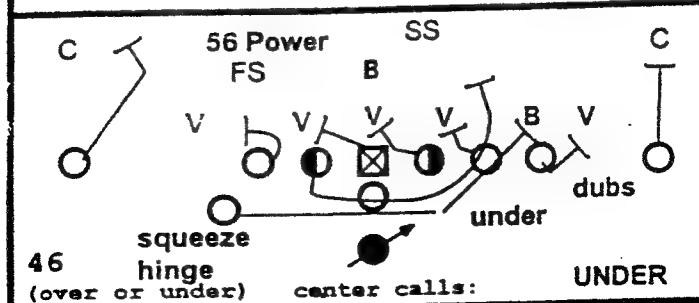
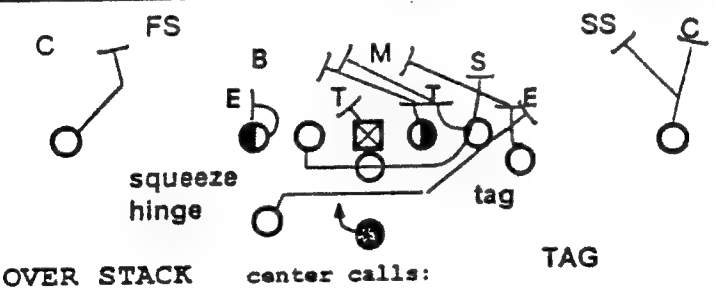
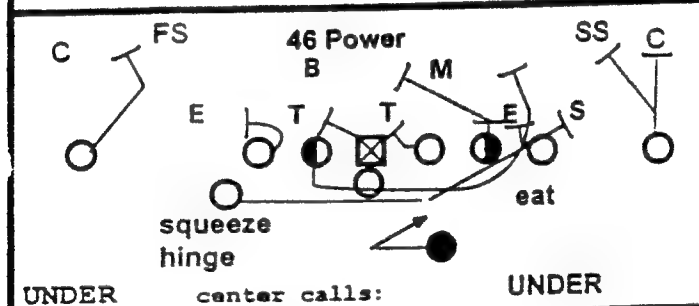
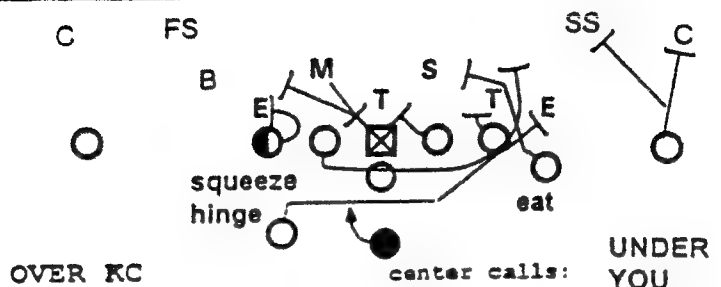
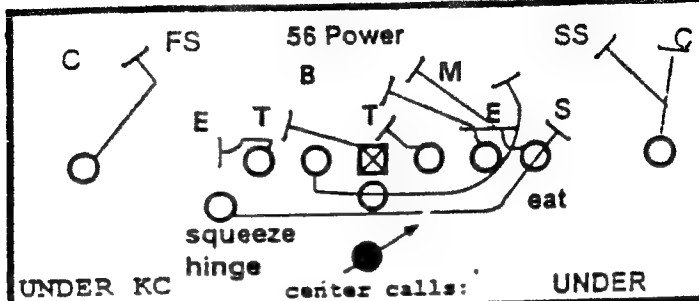
DESCRIPTION : A fast hitting play with gap blocking and a trap in the 6/7 hole. The remaining W/Y is the trapper. The offside guard is the wrapper.



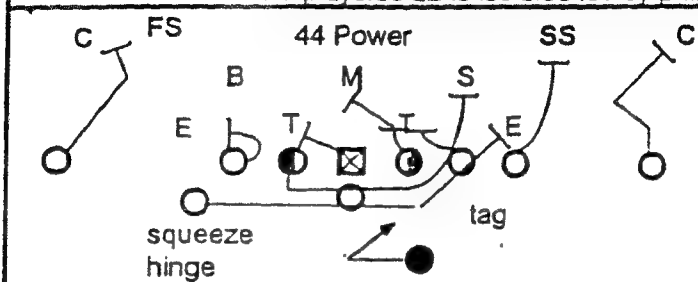
POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Block M.D.M.
OWR	Cut Off
QB	
R	<p>"Q" Position. CTR step to allow pull guard to get in front of you.</p> <p>"BRN" Position. Lead step, cross over, come flat, accept ball, then down hill.</p> <p>"TAN" Position. Slide to tail of PSG accept ball, follow pulling guard.</p> <p>(Same BH) Alert - 146/147 BH</p>
P W/Y	<p>Gap blocking principles- Block your inside gap (anyone crossing your face) on Tag call (guard covered). When tackle is covered Eat double team offside backer (2nd LB). When your tackle is uncovered step to gap, start north, and block 2nd LB. On read it calls, be ready to work with tackle or block alone.</p>
R W/Y	<p>You are the trapper. Trap inside arm pit of 1st defender past P/W's block. Kick him out. If he closes hard, maintain your aiming point. Your block will become a natural log in.</p>
OL	<p>Gap blocking principles for playside linemen and P W/Y.</p> <p>Calls by the center :</p> <p>Under- Called vs odd defensive fronts. Center blocks to offside, playside guard blocks nose. Playside tackle & P W/Y block gaps or Eat double team.</p> <p>Under you- Center tells offside tackle to work with him on DE & Buc.</p> <p>Tag- Called vs even defense (or gap defense). Center blocks offside DT. Playside guard and tackle double team to offside LB (#3 LB). A read it call by the tackle(guard and tackle covered) (could be Eat or Tag based on charge of DE).</p> <p>Off guard- You are the wrapper. Pull parallel to LOS. Read trap. If trappers shoulders point to sideline turn north inside. If shoulders point north, wrap around block playside LB.</p>

46 POWER 56 POWER

146 POWER

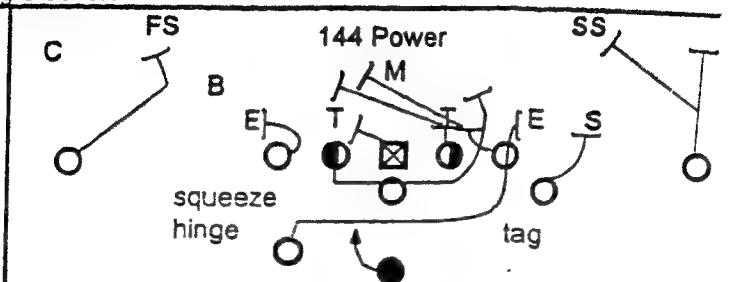


DESCRIPTION : A fast hitting counter play designed to attack a natural soft spot between a Def. End and tackle. The DE can be trapped or turned out. There is a double team or down block on the tackle and the playside LB is iso blocked by pulling blocker.



43 STACK L

Center Call: TAG



43

Center Call: TAG

POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	M.D.M
OWR	Cut Off
QB	
R	(Same as 6 & 7 hole power) It could be one hole tighter alert 144/145 BH
P W/Y	block most dangerous defender outside or upfield from the playside DE. C.P. vs 46 defense or double sink block outside rusher.
R W/Y	You are the trapper. Gain ground into the line past the double team. Trap the inside arm pit of defensive end. (if he closes the hole you will have a natural "log in" by sticking to that aiming point) The pulling guard can easily read your block. An "oh" call means you pull thru and trap the frontside LB.
OL	The center calls the blocking, creating a double team to the #2 LB inside the tackle box. If the center and the offside guard are covered he must call a down blocking scheme (under). The offside LB is then handled by the wrapper. The off guard ("wrapper") pulls parallel to the LOS and reads the shoulders of the trapper. If they point to the sideline, wrap inside his block. If they point north, wrap around his log in block. Block playside LB. If there are two in the hole block the inside one (most dangerous). On an "oh" call, wrap thru the hole and block the backside LB.

44 POWER (54 POWER)

144 POWER

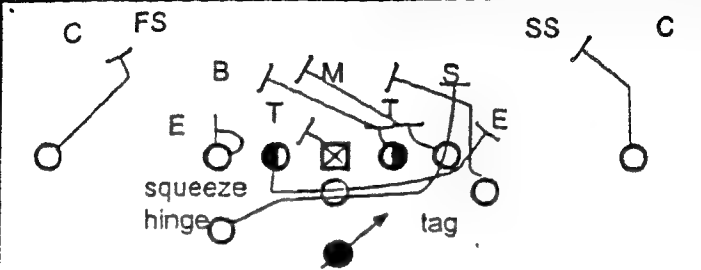
<p>44 Power (54 Power) UNDER KC center calls: UNDER</p>	<p>144 Power OVER KC center calls: OVER KC</p>
<p>44 Power UNDER center calls: UNDER</p>	<p>144 Power OVER STACK center calls: OVER STACK</p>
<p>46 (over or under) center calls: UNDER</p>	<p>DBL SINK (over or under) center calls: DBL SINK (over or under)</p>
<p>4-3 BOSS 2 DEEP center calls: 4-3 BOSS 2 DEEP</p>	<p>4-3 BOW 2 DEEP center calls: 4-3 BOW 2 DEEP</p>
<p>4-3 BOSS 1 DEEP center calls: 4-3 BOSS 1 DEEP</p>	<p>4-3 BOW 1 DEEP center calls: 4-3 BOW 1 DEEP</p>
<p>NICKEL 4-2 2 DEEP center calls: NICKEL 4-2 2 DEEP</p>	<p>NICKEL 4-2 1 DEEP center calls: NICKEL 4-2 1 DEEP</p>

50 SERIES

56 - 57 TRUCK, 56 - 57 CTR

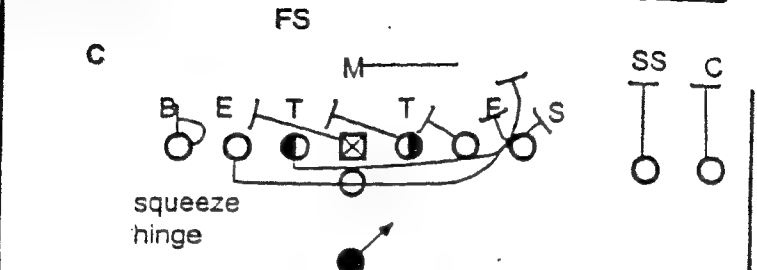
54 - 55 TRUCK, 154 - 155 TRUCK

DESCRIPTION : Can be run to a 3 man surface or a 4 man surface. A powerful CTR play with gap blocking and a trap in the 6/7 hole. The offside guard is always the trapper. The offside tackle is the "wrapper" on "CTR". The remaining Y/W is the wrapper on "truck"



43 STACK L

Center Call: TAG



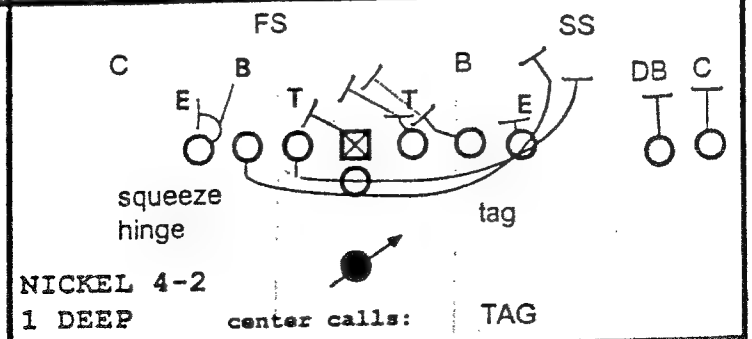
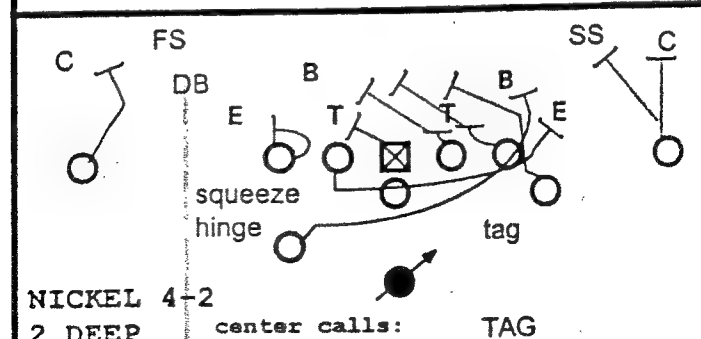
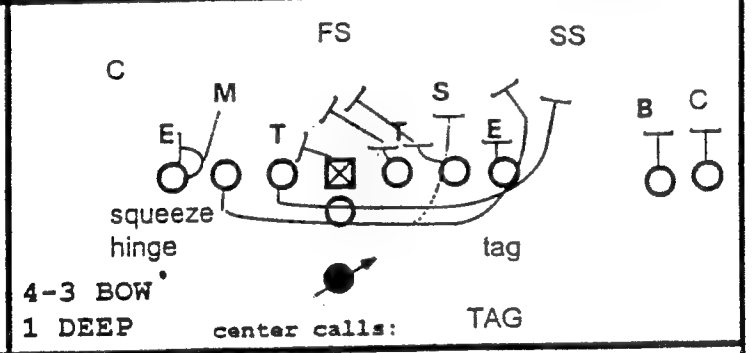
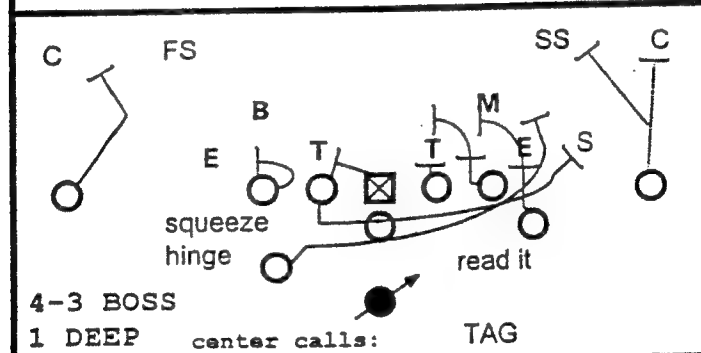
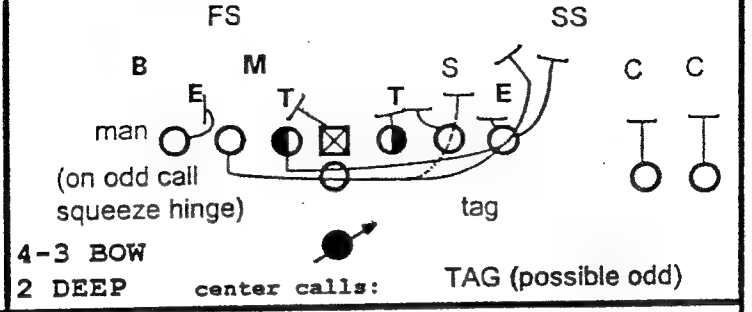
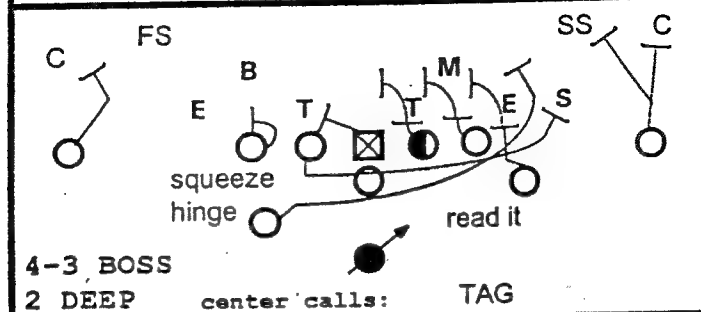
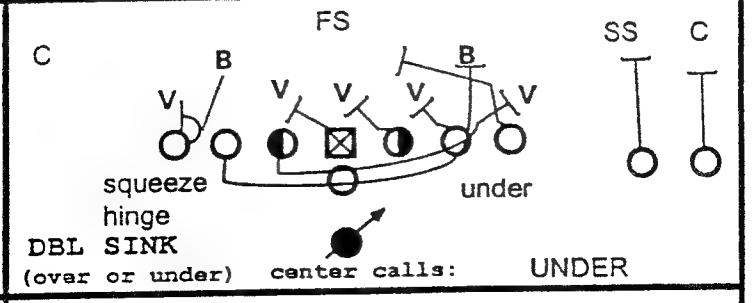
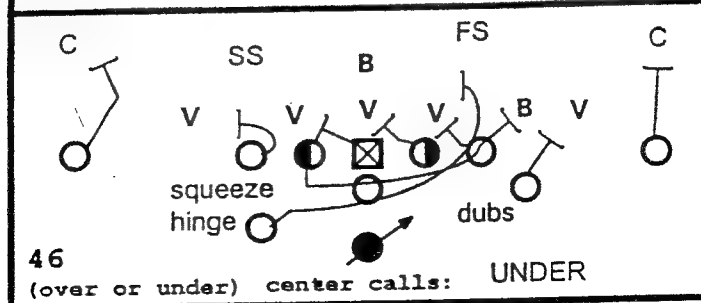
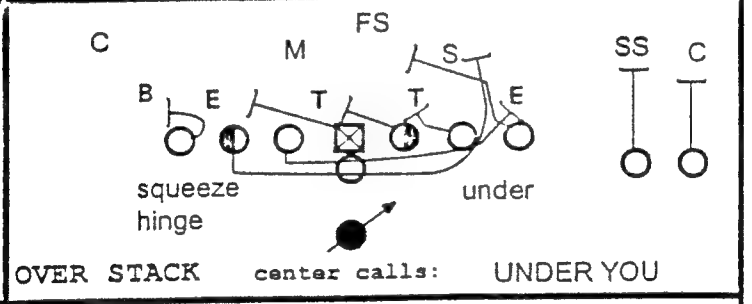
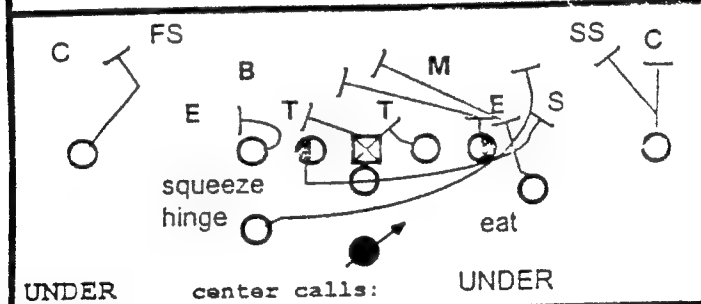
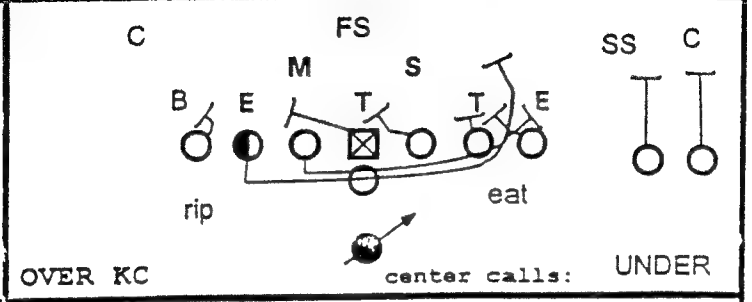
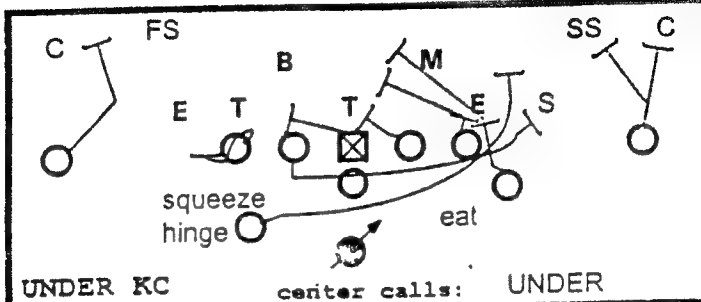
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Center Call: ODD

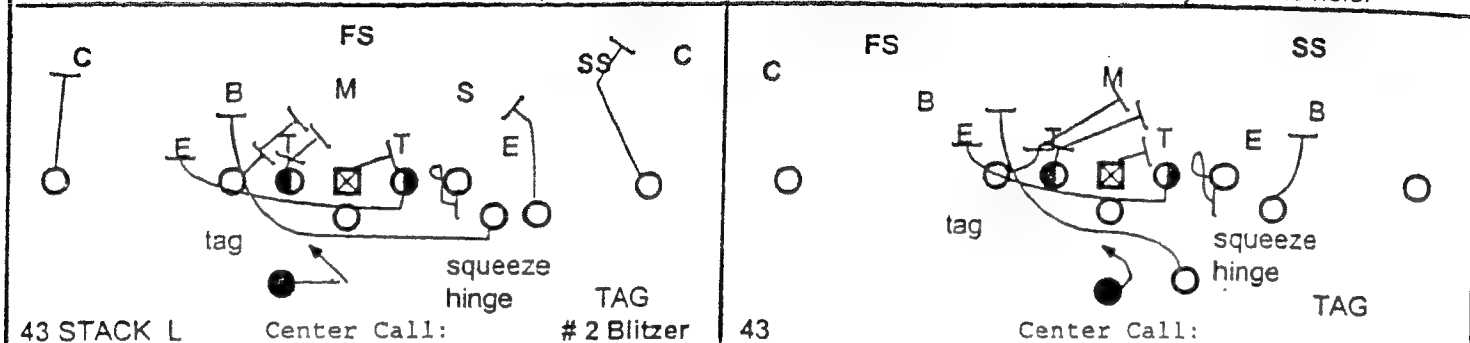
POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	With 4 man surface - block the corner With 3 man surface - block M.D.M.
OWR	If on offside - cut off If Playside - block force
QB	
R	Sprint Spot = CTR step, drive across top of QB toward PSG's tail, read trappers for path y-w. Play should start down hill first, then run to daylight.
P W/Y	Gap blocking principles- Block your inside gap (anyone crossing your face) when your tackle is covered, Eat double team to the offside backer (2nd LB). When your tackle is uncovered step to gap start north, and block 2nd LB. On Odd calls block DE alone. On "Read it" calls be ready to work with tackle or block alone (C.P. vs Dubs block out).
R W/Y	On "Truck" you are the wrapper follow off guard (the trapper) stay parallel to the LOS and on the deep hip of the guard. Read his trap. Shoulders to sideline wrap inside. Shoulders turned north, wrap around. Block playside LB. On CTR you are the offside cut off blocker behind the pulling tackle. You must work with the center to cut off the off DE & Buc. When the center calls "under you" (squeeze hinge).
OL	Gap blocking principles for playside linemen and P W/Y and center. Possible calls by center. Under- Called vs. odd Def. front. Center blocks to offside. Playside guard blocks noseman. Playside tackle & W/Y block gaps or Eat double team. Under you- Center tells offside T. or W/Y to work with him on offside DE & Buc. Odd- (CTRs only) Center must block 2nd man to offside on an even defense. Playside linemen must gap block. Tag- Called vs even defense. Center blocks offside DT. Playside guard & tackle tag double team offside LB (#3 LB) read it call by tackle. Guard and tackle covered (could be eat or tag based on charge of DE. Off Tackle- On truck you squeeze hinge. On CTR you are wrapper pull parallel to LOS on off guards hip. Read trap. If shoulders to sideline wrap inside. If shoulders point north, wrap around. Block playside LB. Off Guard- Trapper. Trap inside armpit of 1st defender past PW's block.

56/57 TRUCK

56/57 CTR



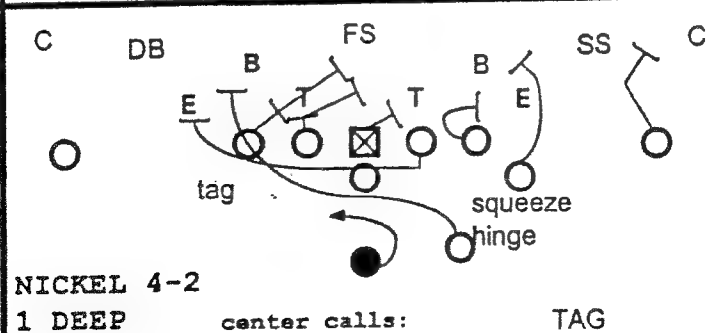
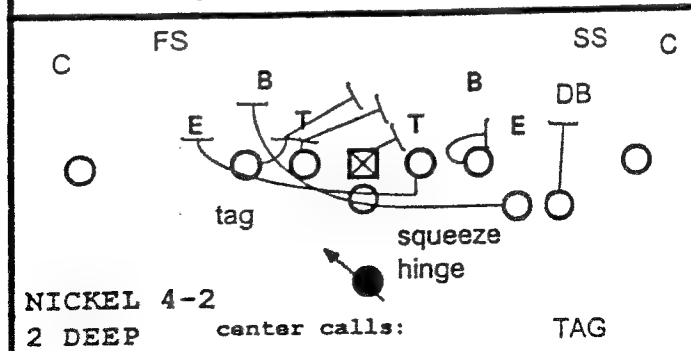
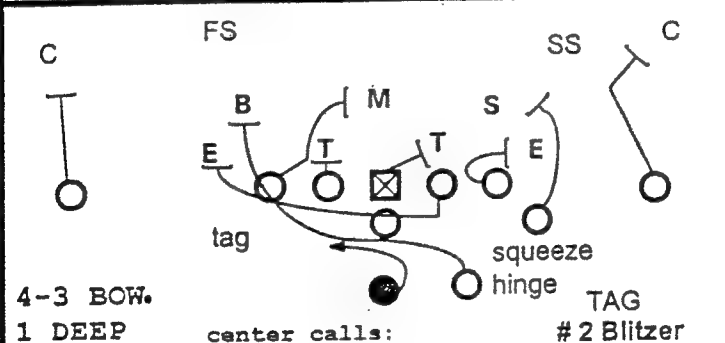
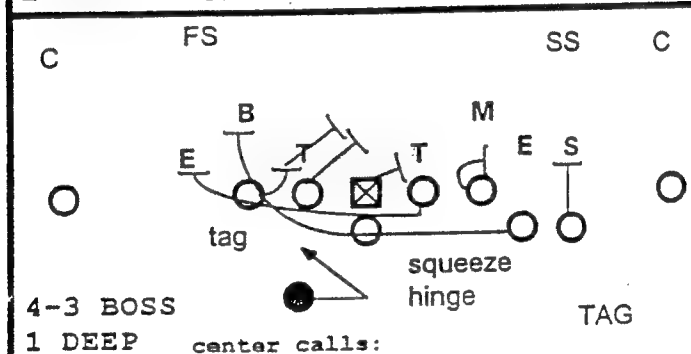
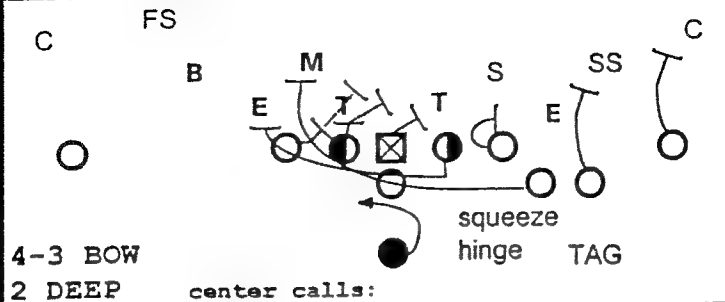
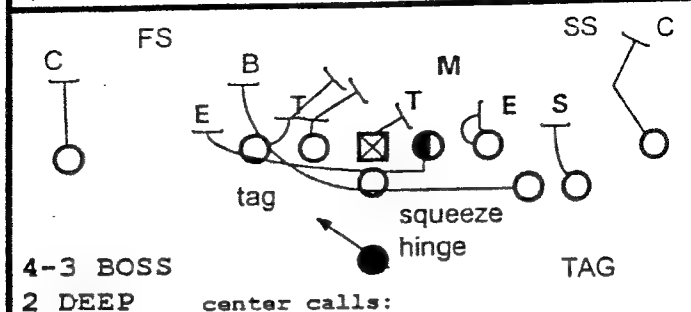
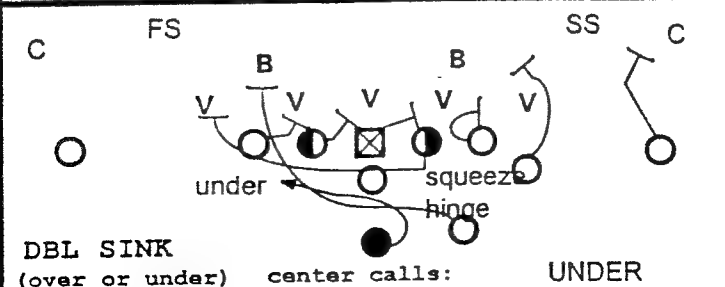
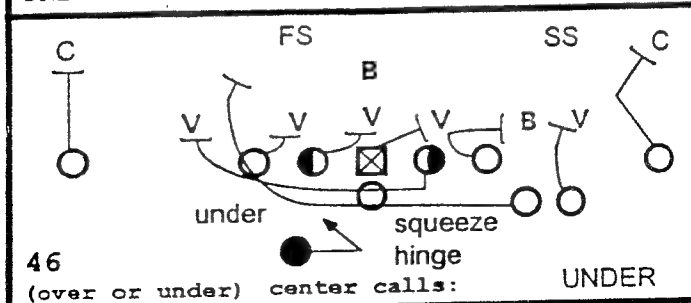
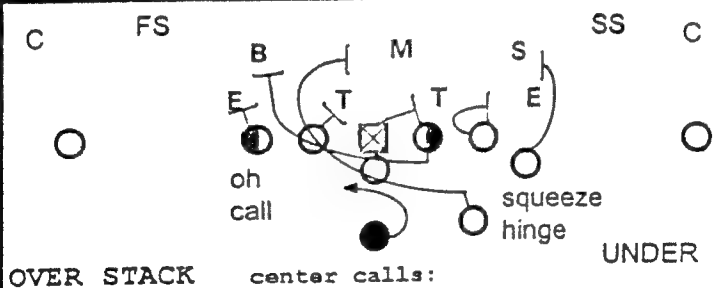
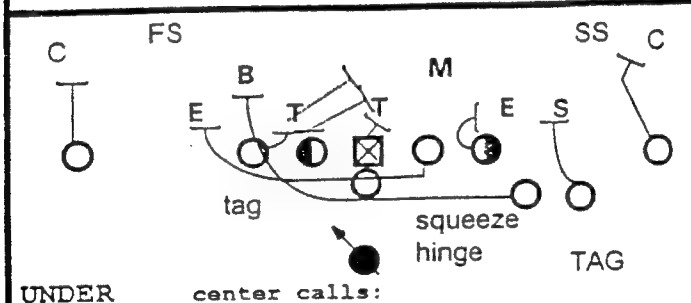
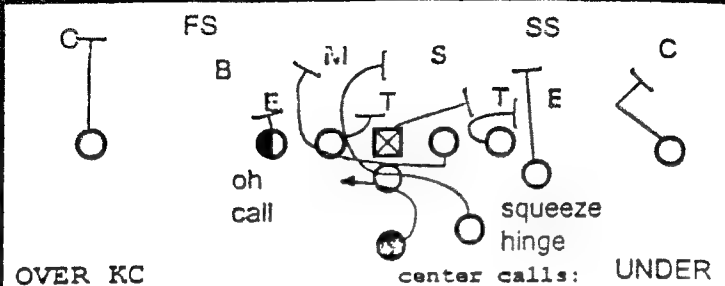
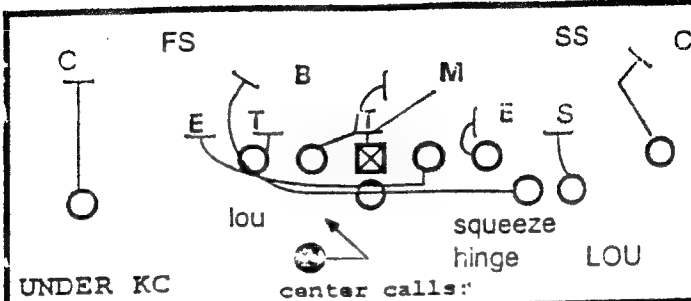
DESCRIPTION : This play is designed to attack the offside of overshifted fronts which are used against (T formations & 3-1 formations). We trap the offside DE and double team or down block away from the hole.



POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	M.D.M
OWR	Cut Off
QB	
R	Sprint Spot = "Q" Position CTR step "BN" same action, slide "Q" 154/155 Divide
P W/Y	"Wrapper" follow off guard and read his trap block. If his shoulders point to sideline "wrap" inside his block. If shoulders point north it is a "log in" wrap around his block. block playside LB. If there are two in the hole block the inside one (most dangerous).
R W/Y	Block most dangerous man to play on the offside. If double team is called to mac, try to get stub If double team is called to stub, get SS.
OL	Center calls the blocking, creating a double team to the #2 LB inside. Tag tackle box. If he and the offside guard are covered, he must call a down blocking scheme (under). The 2nd LB is then handled by the "wrapper". The off guard is the trapper. pull and gain ground into the line past the double team. Trap the inside arm pit of the defensive end. If he closes the hole, stick with that aiming point. You will have a natural "log in". The wrapper can easily read your block. An "oh" call means you pull thru and trap the frontside LB.

55 TRUCK

155 TRUCK



GOAL LINE OFFENSE

111 - 110 ZAP TRAP

36 - 37 CHIP

36 - 37 BLAST

36 - 37 SEAL

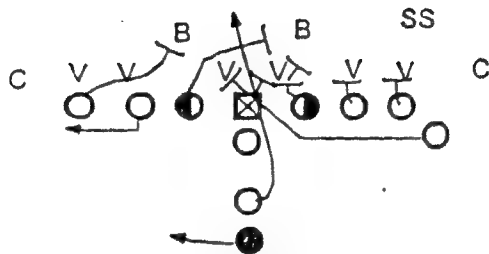
38 - 39 SEAL

58 - 59 POWER

56 - 57 CLEOPATRA

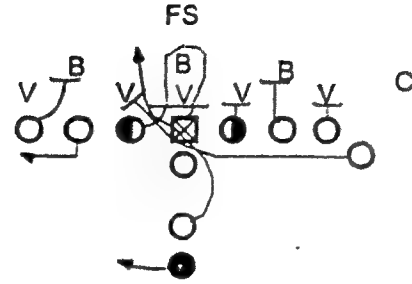
PLAY: 111 ZAP TRAP

DESCRIPTION : Used only vs. a 6-2 defense



62

Center Call:



5-3

Center Call:

POSITION

ASSIGNMENTS AND COACHING POINTS

Z

Trapper

W

Inside gap, on, block aggressively. Hole may open over your area. (Back door)

QB

R

Fake wide play to side of call.

Y

Ball carrier. Run 11 path.

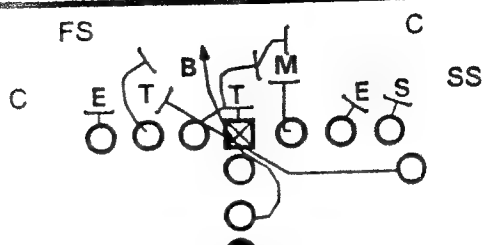
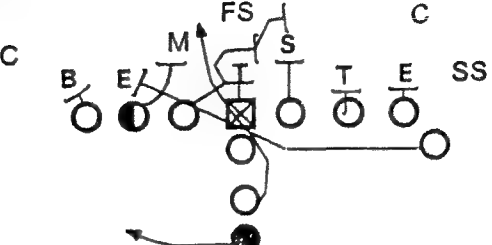
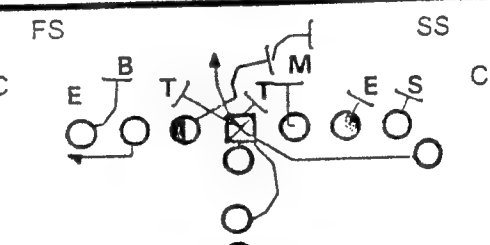
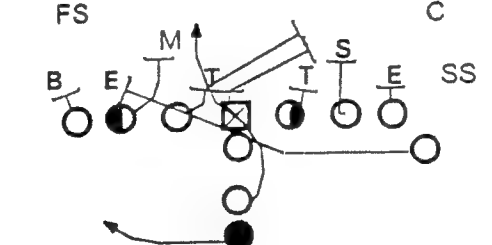
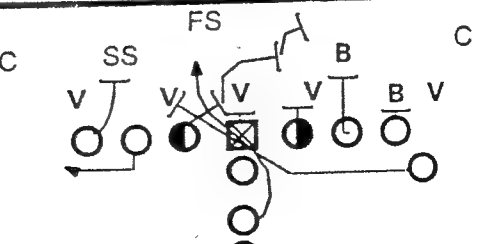
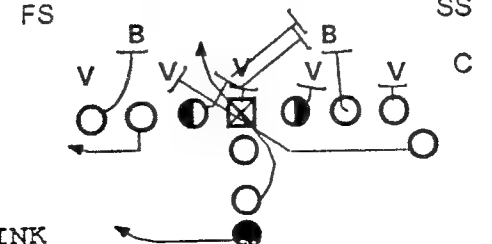
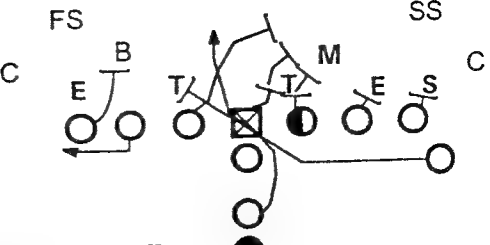
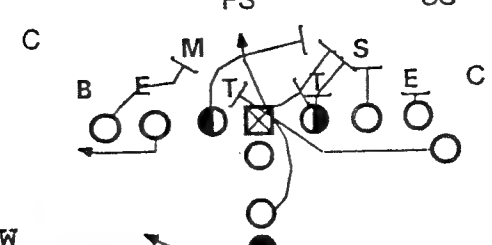
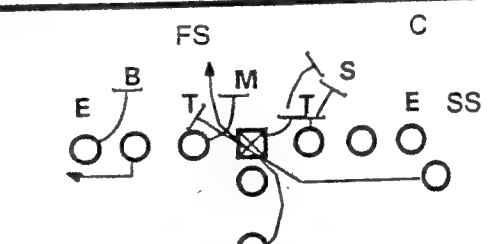
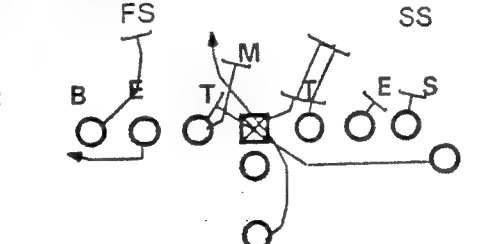
X

Responsible for playside LB. Aim inside midline. force him over the top.
C.P. vs 3-4 look block man on (your tackle has near LB).
(Center makes 3-4 call).

OL

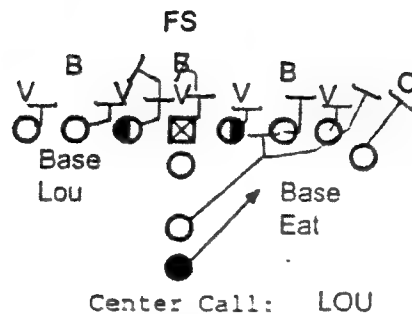
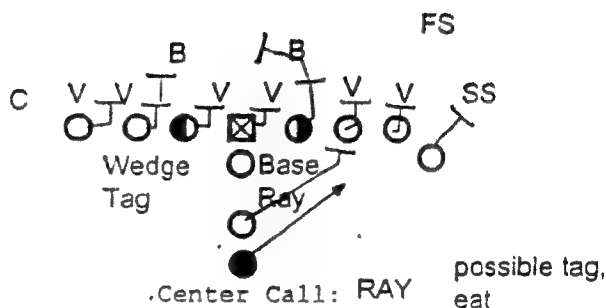
Playside Tackle- Pull, faking wide play.
Playside Guard- Offside LB or SS. aim inside midline. Force him over the top.
Center & offside G- Double team offside DT to offside LB or SS
Offside Tackle- Inside gap on. Block aggressively. Hole may open over your area. (Back door).
C.P. vs Def where playside tackle is covered and guard is uncovered (odd 3-4 look) Tackle blocks near LB and TE (X) blocks man on.
C.P. (Center make 3-4 call).

111 ZAP TRAP

 <p>UNDER KC center calls: 3-4</p>	 <p>OVER KC center calls: 3-4</p>
 <p>UNDER center calls:</p>	 <p>OVER STACK center calls: 3-4</p>
 <p>46 (over or under) center calls:</p>	 <p>DBL SINK (over or under) center calls:</p>
 <p>4-3 BOSS 2 DEEP center calls:</p>	 <p>4-3 BOW 2 DEEP center calls:</p>
 <p>43 STACK L center calls:</p>	 <p>43 (61) center calls:</p>

PLAY: 36-37 CHIP

DESCRIPTION : Line blocks 4-5 hole inside zone techniques. Lead blocker runs to daylight and chips in hole. R runs to daylight for 1st or score.



POSITION

ASSIGNMENTS AND COACHING POINTS

Z

Drive Block M.D.M.

W

Inside zone techniques. Drive Block.

QB

R

Run 36-37 path. Score, or make 1st down.

Y

Lead Blocker (chipper)

Start on 36/37 path. Pick up any penetration or loose Def lineman read line blocks. Find hole and block MDM inside to outside.

X

Inside zone.

OL

Close splits.

Inside zone principles (4-5 hole) (step and go north).

All linemen, assure playside gap.

If free to LB, do not chase fast playside pursuit. Minus tech. to next pursuer.

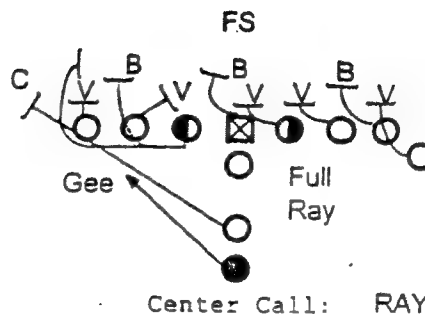
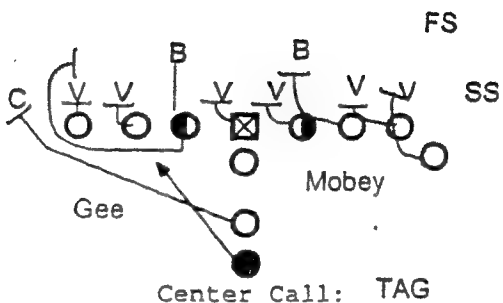
Offside linemen stay low, go north thru gap. Control pursuit.

36-37 CHIP

<p>FS C</p> <p>Man Base Lou Base Tag</p> <p>center calls: LOU</p> <p>UNDER KC</p>	<p>FS C</p> <p>Base Eat Base Lou Base Eat</p> <p>center calls: LOU</p> <p>OVER KC</p>
<p>FS SS C</p> <p>Wedge Tag Base Tag</p> <p>center calls: TAG</p> <p>UNDER</p>	<p>FS C</p> <p>Wedge Eat Wedge Lou Base Eat</p> <p>center calls: LOU</p> <p>OVER STACK</p>
<p>FS C</p> <p>Wedge Tag Base Eat</p> <p>46 (over or under) center calls: TAG</p>	<p>FS SS C</p> <p>Wedge Tag Base Eat</p> <p>DBL SINK (over or under) center calls: TAG</p>
<p>FS SS C</p> <p>Wedge Tag Base Tag</p> <p>4-3 BOSS 2 DEEP center calls: Ray Minus</p>	<p>FS SS C</p> <p>Special Tag Base Eat</p> <p>4-3 BOW 2 DEEP center calls: Ray Minus</p>
<p>FS C</p> <p>Wedge Tag Base Ray Base Eat</p> <p>43 STACK L center calls: RAY</p>	<p>FS SS C</p> <p>Wedge Tag to X Base Ray</p> <p>43 (61) center calls: RAY</p>

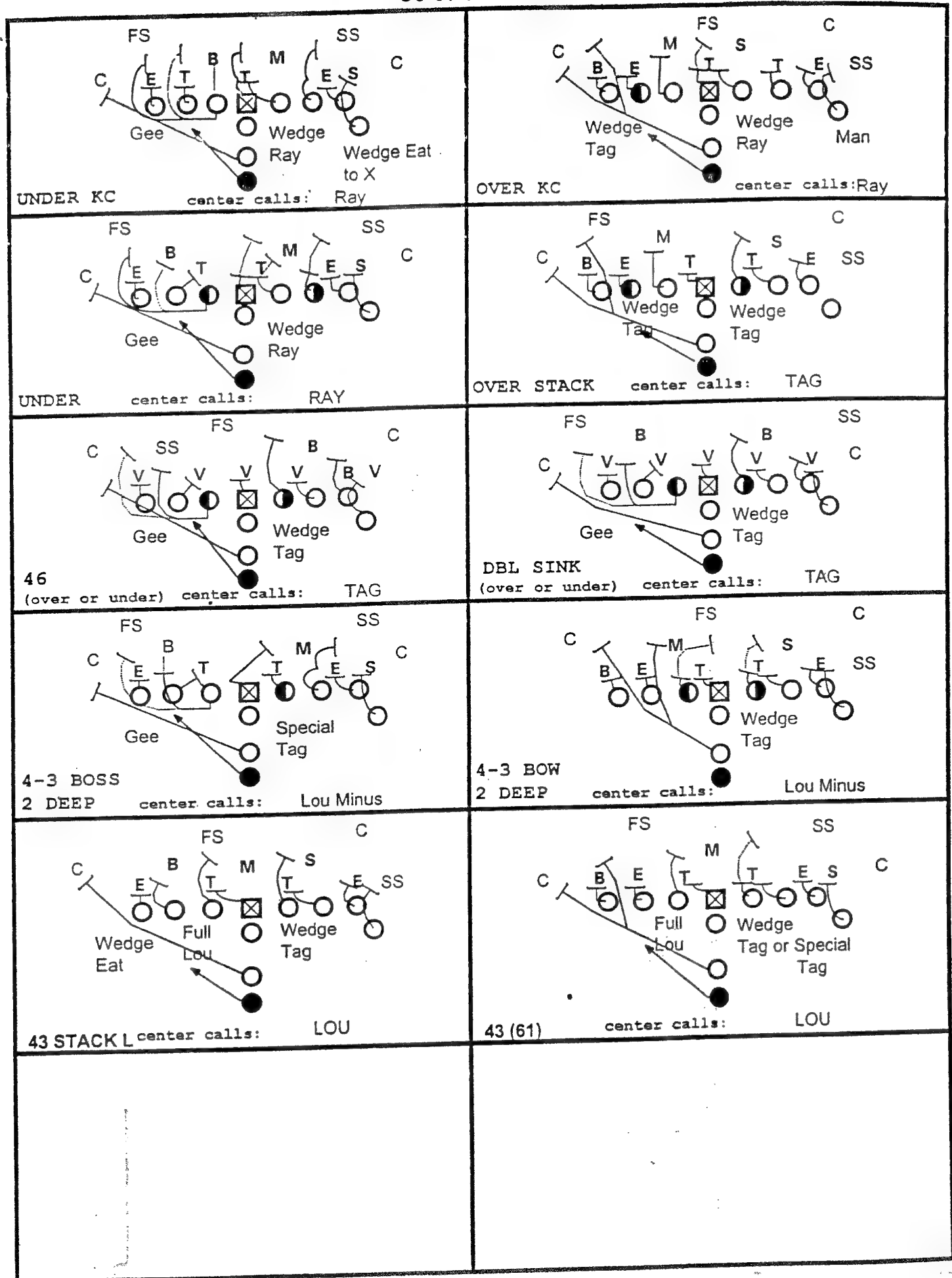
PLAY: 36-37 BLAST

DESCRIPTION : Line blocks 6-7 hole outside zone techniques.
R runs to daylight for 1st down or score.



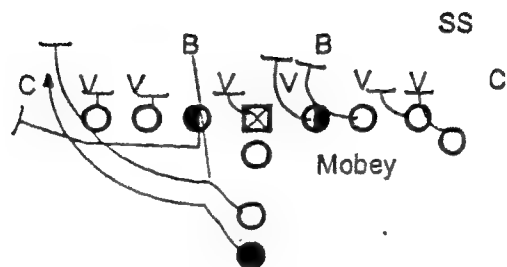
POSITION	ASSIGNMENTS AND COACHING POINTS
Z	Outside zone (6-7 hole) offside techniques.
W	Outside zone (6-7 hole) offside techniques.
QB	
R	36-37 Path. Run to daylight for 1st down or score.
Y	Lead blocker Block support.
X	Outside zone (6-7 hole) techniques.
OL	<p>Close splits. Outside zone (6-7 hole techniques)</p> <p>Offside G, T, Te use "Mobey" principles vs. 6-2.</p> <p>Center & offside G- Use wedge Ray/Lou techniques instead of Full/Ray Lou techniques vs. odd defenses because ball carrier may take 1st daylight quickly.</p>

36-37 BLAST



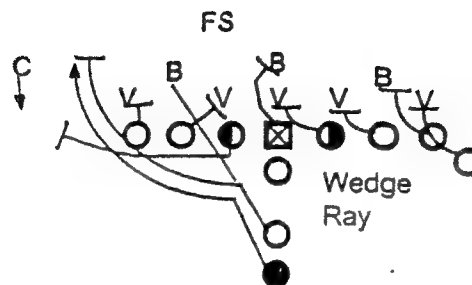
PLAY: 36-37 SEAL

DESCRIPTION :



62

Center Call: TAG



5-3

Center Call: RAY

POSITION

ASSIGNMENTS AND COACHING POINTS

Z

Outside zone (6-7 hole) offside techniques.

W

Outside zone (6-7 hole) offside techniques.

QB

R

Explode at outside leg of playside guard. Key pulling guard and Y's block in hole.

Y

Lead Blocker

Start toward outside leg of offensive guard. Check playside guard's area for penetration. Lead around for playside LB.

X

Onside seal blocking techniques. Onside guard is always pulling.

OL

Offside G, T, Te- Use "Mobey" principle vs. 6-2. Otherwise use outside zone offside blocking schemes.

Center & offside G- Use Wedge Ray/Lou techniques instead of Full/Ray Lou Techniques vs. odd defenses because ball carrier may take 1st daylight quickly.

Playside Guard- Pull and kick out support.

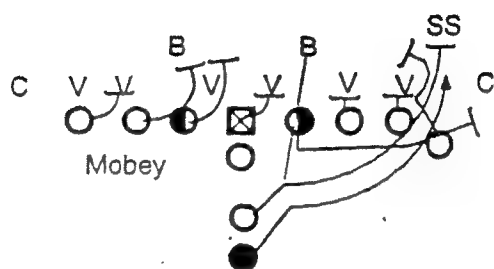
Playside T & Center- "Cat" technique vs. Def Tackle on pulling guard. work together to get LB.

36-37 SEAL

<p>FS SS</p> <p>UNDER KC center calls: RAY</p>	<p>FS C</p> <p>OVER KC center calls: RAY</p>
<p>FS SS</p> <p>UNDER center calls: Ray</p>	<p>FS SS</p> <p>OVER STACK center calls: MAN</p>
<p>FS SS</p> <p>46 (over or under) center calls: MAN</p>	<p>FS SS</p> <p>DBL SINK (over or under) center calls: MAN</p>
<p>FS SS</p> <p>4-3 BOSS 2 DEEP center calls: Cat Minus</p>	<p>FS C</p> <p>4-3 BOW 2 DEEP center calls: MAN</p>
<p>FS SS</p> <p>43 STACK L center calls: CAT</p>	<p>FS SS</p> <p>43 (61) center calls: MAN</p>
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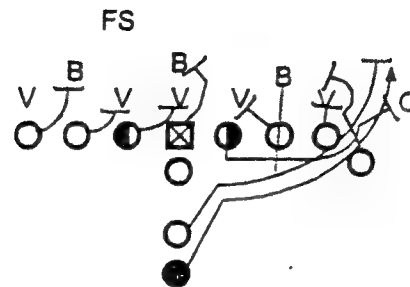
PLAY: 38-39 SEAL

DESCRIPTION :



62

Center Call: MAN



5-3

Center Call: LOU

POSITION

ASSIGNMENTS AND COACHING POINTS

Z

"We" double team to near LB (only responsible for LB over top).
Make "man" call vs. dubs.

W

"We" double team to near LB (only responsible for LB over top).
Make "man" call vs. dubs.

QB

R

Explode at outside leg of playside guard. Key pulling guard and Y's block.

Y

Lead Blocker

Start toward outside leg of offensive guard. Check playside guard's area for penetration. Lead around for playside LB.

X

Outside zone techniques for offside blockers

OL

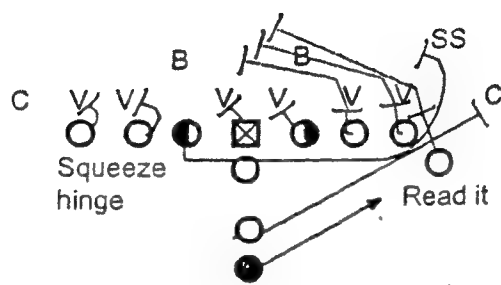
Offside G and T- Use Mobey principle vs. 6-2. Other wise use outside zone offside blocking schemes.
Center and offside G- Use full Ray/Lou techniques when needed.
Play is going outside.
Playside Guard- Pull and kickout support.
Playside Tackle & Center- "Cat" technique vs. Def T on pulling guard. Work together to get LB.

38-39 SEAL

<p>UNDER KC center calls: LOU</p>	<p>OVER KC center calls: LOU</p>
<p>UNDER center calls: MAN</p>	<p>OVER STACK center calls: LOU</p>
<p>46 (over or under) center calls: MAN</p>	<p>DBL SINK (over or under) center calls: MAN</p>
<p>4-3 BOSS 2 DEEP center calls: MAN</p>	<p>4-3 BOW 2 DEEP center calls: Cat Minus</p>
<p>43 STACK L center calls: CAT</p>	<p>43 (61) center calls: MAN</p>

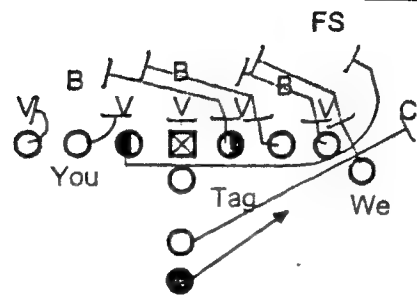
PLAY: 58-59 POWER

DESCRIPTION :



62

Center Call: TAG

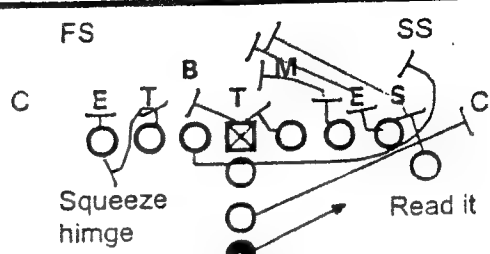
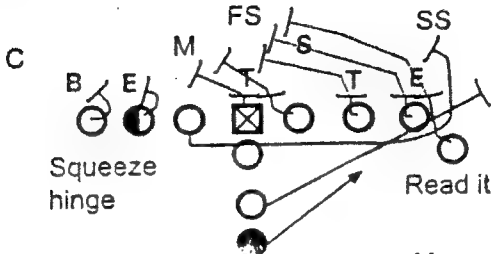
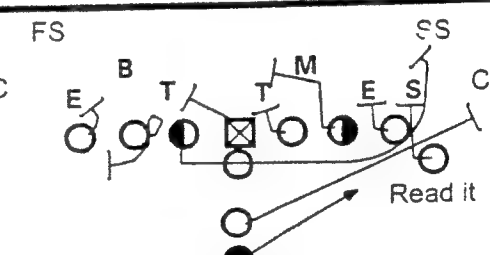
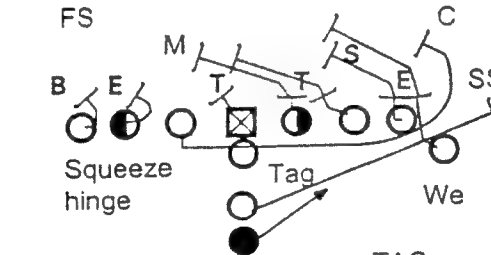
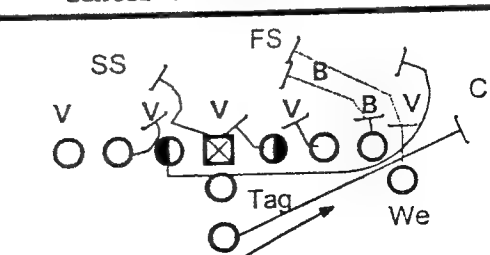
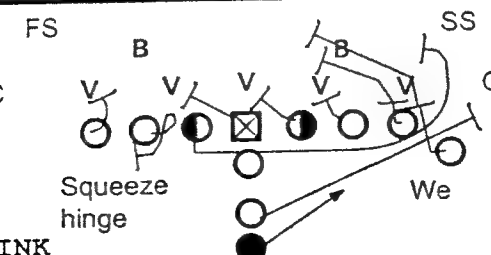
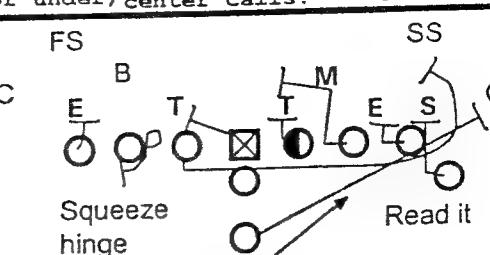
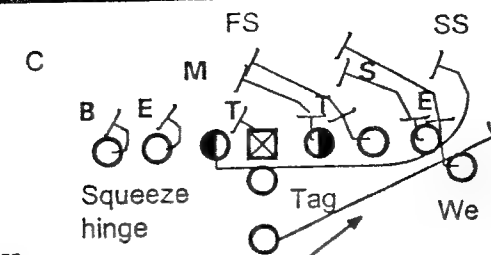
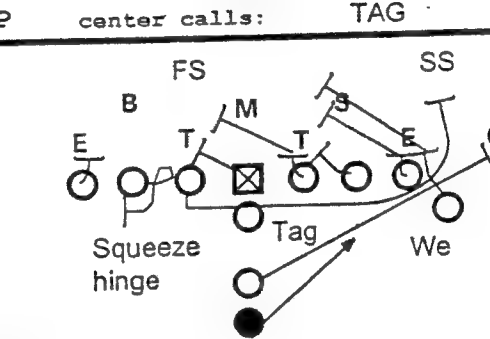
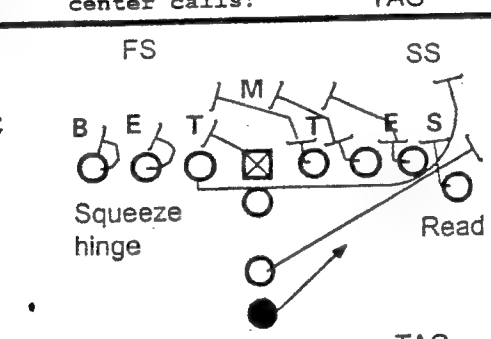


5-3

Center Call: Tag You

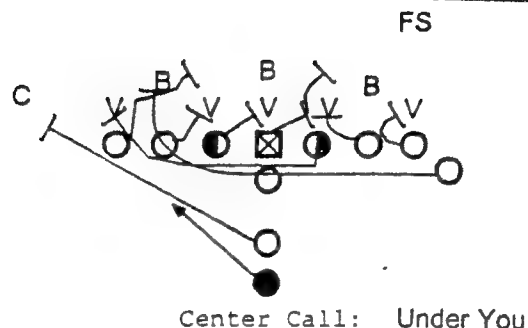
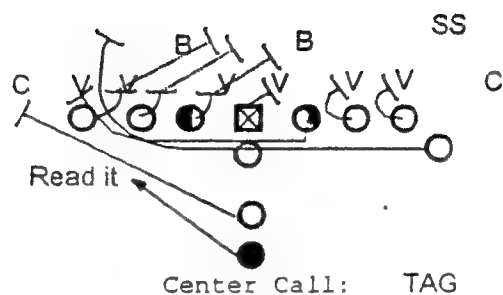
POSITION	ASSIGNMENTS AND COACHING POINTS
Z	We double team to offside LB (C.P. read it call).
W	We double team to offside LB (C.P. read it call).
QB	
R	CTR step, start down hill to allow pulling guard to lead you.
Y	Trapper kick out support (aiming point is inside armpit).
X	3 man side squeeze hinge principles.
OL	<p>Center calls (based on having an extra blocker to offside -te-)-</p> <p>Under- you and offside guard are covered. also you and both guards are covered.</p> <p>Tag- you are uncovered.</p> <p>Tag You- you and both guards covered and you need a frontside tag block -i.e. 5-3.</p> <p>Under You- You and both guards are covered but you can get offside LB by working with offside tackle.</p> <p>Ray- when you are covered, but offside DE is in wide 5 tech.</p> <p>Offside G- Wrapper. pull parallel to LOS and read trappers block. If shoulders point to sideline wrap inside. If shoulders point north, wrap outside.</p> <p>Offside T- 3 man side squeeze hinge principles.</p>

58-59 POWER

 <p>UNDER KC center calls: Under</p>	 <p>OVER KC center calls: RAY</p>
 <p>UNDER center calls: Under</p>	 <p>OVER STACK center calls: TAG</p>
 <p>46 (over or under) center calls: Under You</p>	 <p>DBL SINK (over or under) center calls: We</p>
 <p>4-3 BOSS 2 DEEP center calls: TAG</p>	 <p>4-3 BOW 2 DEEP center calls: TAG</p>
 <p>43 STACK L center calls: TAG</p>	 <p>43 (61) center calls: TAG</p>

PLAY: 57-56 Cleopatra

DESCRIPTION :



POSITION

ASSIGNMENTS AND COACHING POINTS

Z

Wrapper- Get on level of pulling guard's deep hip. Read his block. If his shoulders point toward sideline wrap inside. If shoulders point north wrap outside.

W

3 man side squeeze hinge principles

QB

R

CTR step. Wait for wrapper run, using his block

Y

You are the lead blocker.

Lead block support. Stay away from Buc. (1st man outside X's block) unless he crosses your face. then kick him out.

X

Gap blocking principles - same as 56/57 truck.

OL

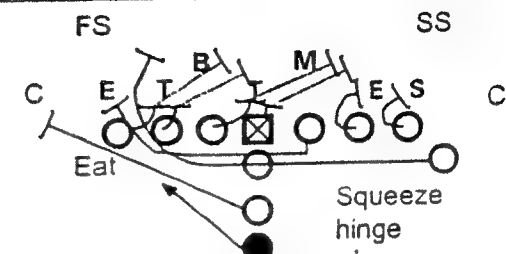
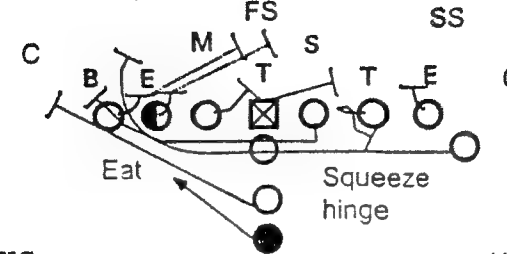
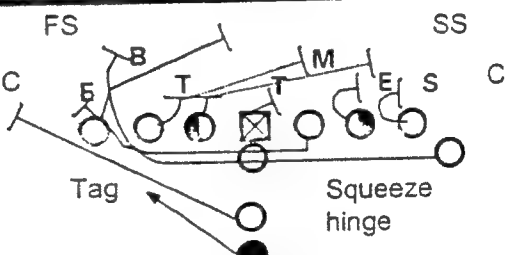
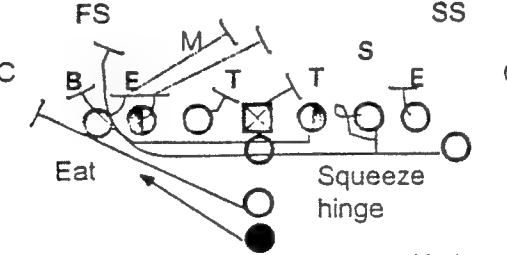
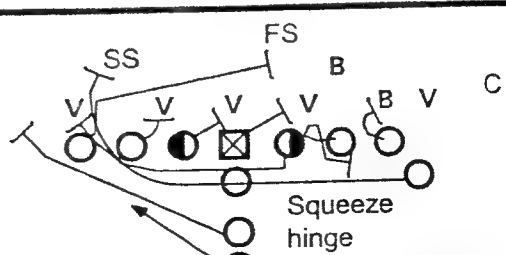
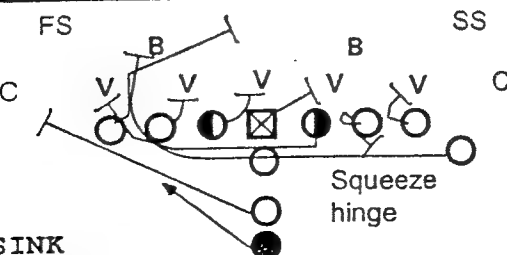
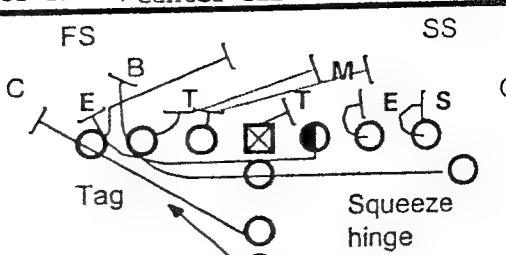
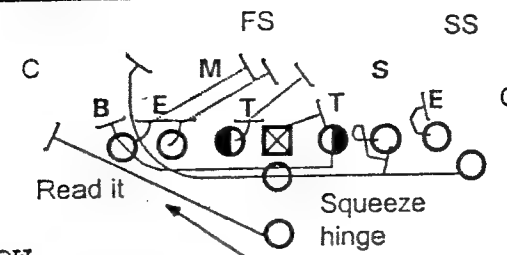
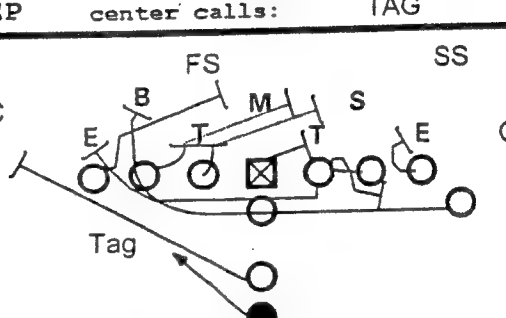
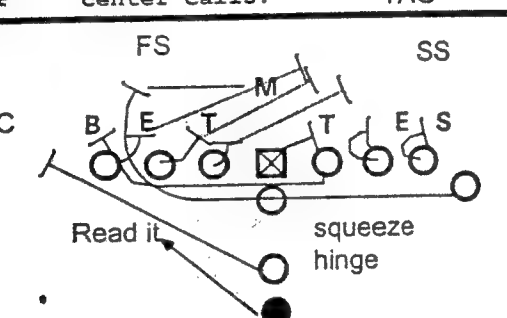
Gap blocking principles- same as 56/57 truck.

CP Center- you may call "Tag" "Ray" and "Under You" because you have 3 man offside squeeze hinge principles.

CP offside G- Trapper- if man you must trap, 1st man outside X's block scates out and crosses Y's face, Y will trap him. You turn north and trap support.

Offside T- 3 man side squeeze hinge principles.

57-56 Cleopatra

 <p>UNDER KC center calls: LOU</p>	 <p>OVER KC center calls: Under</p>
 <p>UNDER center calls: TAG</p>	 <p>OVER STACK center calls: Under</p>
 <p>46 (over or under) center calls: Under</p>	 <p>DBL SINK (over or under) center calls: Under</p>
 <p>4-3 BOSS 2 DEEP center calls: TAG</p>	 <p>4-3 BOW 2 DEEP center calls: TAG</p>
 <p>43 STACK L center calls: TAG</p>	 <p>43 (61) center calls: TAG</p>

BUFFALO BILLS PASSING GAME 1997

SCAT 3-1 ZEBRA, WOLF, ZAIRE, WACO, YUMA, FLOOD, VEGAS,
STACK, BOSTON, "Z" TRAIL, DO. TRAIL

SCAT 3-1 (FULL FIELD) ADD "8" OR "3" ON BACKSIDE OF 3-1
PACKAGE EXAMPLE 874 OR SCAT RT "8"
WACO

SCAT 2-2 BOSTON, BOSTON SWITCH, READ, SMASH.
(FRONTSIDE 1ST, BACKSIDE 2ND)
EXAMPLE SCAT RT. READ-SMASH)

98/99 SCAT PROTECTION - HITCHES BY - OUTSIDE
RECEIVER - THE WING RUNS A TRUE "9" ROUTE
AND "Y" AND "R" CHECK DOWN.

90/91 SCAT PROTECTION - TRAILS BY OUTSIDE RECEIVERS
WING RUNS A TRUE "9" "Y" RUNS UNDER AND "R"
SWINGS

OTTO SINGLE "X" RUNS ROUTE CALLED 3/4/6/7 AND "R" RUNS
OPTION ROUTE - A 3 WAY BREAK. BACKSIDE IS 95
WITH "Y" CHECKING HAWK OR FALCON.

OTTO DOUBLE TO THE SLOT. AS IN FLOAT OR FLEET X-Z RUN 87
OR RENO, (POST - CORNER) WITH "R" RUNNING OPTION
UNDERNEATH, BACKSIDE "9" BY WING AND HAWK OR
FALCON CHECK BY "Y"

OTTO 3 MAN COMBO EXXON - ZORRO
X OR Z IN WITH OPPOSITE GUY POST.
WING UNDER ("R" - CHECK SNEAK)
("Y" CHECKS HAWK OR FALCON)

SCRAM 6/7 WITH THE APPROPRIATE OPTION ROUTE UNDERNEATH.
SCRAM 6 "R" DELAY - OR SCRAM 7 "R" HIDE WITH REX
OR LEX OR BROWN POSITION BY "R" - BACKSIDE SAME
AS OTTO.

SCRAM SLOT SCRAM FLOOD, RENO OR FOX (LIKE 3-1 SCATS WITH
BETTER PROTECTION BACKSIDE.

SCRAM BOSTON LONG LEX OR REX FROM 3-1 SET WITH "X" BEING THE
BENDER AND "R" RUNNING THE "5" ROUTE.

SPEED
(POSSIBLE FAKE
OF 34-35)

TO THE 3-1 SIDE
SQUIRREL
SPEED (BASE)
PUMP
BOMB
BOMB "7"

SPEED TO THE 2-2 SIDE OR WITH A SINGLE RECEIVER ONSIDE
SPEED (BASE) BACKSIDE 95 SQUIRREL BACKSIDE "95"

SPRINT 3-1 SIDE (BASE) (SQUIRREL) (BOMB) (PUMP)

SPRINT AWAY FROM 3-1 TO SINGLE RECEIVER BASE/SQUIRREL

200' s

254 X OR Z IND. WITH OPPOSITE RECEIVER DOING A POST.
256 "R" RUNS FLAT TO SIDE, OR 2 MAN COMBINATIONS
CARDINAL, SMASH ETC.

242 X OR Z IND. WITH OPPOSITE RECEIVER POST OR 2 MAN
222 COMBOS WITH 3 REC. CHECKING DOWN. TWO FLATS AND
A CHECK DOWN.

300' s

354 3 MAN COMBOS
EXXON/ZORRO/CRISSCROSS.
787/585

342 3 MAN COMBOS
322 EXXON/ZORRO/CRISSCROSS
787/585

(ROLL PASS) (LIKE GOALLINE ROLL PASS)
AUTOMATIC FLAT ROUTE BY "Y"
X ON BACKSIDE BREAK.
3 MAN COMBINATIONS STRONG LIKE FLOOD /X DRAG/
Z UNDER
SINGLE REC. WK EXAMPLE 3/8 74 OR 3/8 STACK.

SCREENS

ROBIN & LARK (2 COUNT SCREENS)
ROBIN TO THE RIGHT
LARK TO THE LEFT

EXAMPLE: SCAT RT. LARK "R"
CUBS RT ROBIN "R"

HAWK- FALCON 3 COUNT SCREEN
TRAIL TO A PASS PATTERN. HONOR PASS PRO THREE COUNTS
BEFORE GOING TO SCREEN

EXAMPLE: SPEED RT. FALCON "R"
OTTO RT. 6 HAWK "R"
OTTO LT. 7 HAWK "Y"

FRANK

36-37 FRANK	2-2 ROUTE
34-35 FRANK	"5" ONSIDE WITH A CHIP OUT BY ONSIDE
56-57 FRANK	INSIDE RECEIVER. - CROSS AND A POST
	BACKSIDE.

3-1 ROUTE
FLOOD ONSIDE WITH A CROSS BACKSIDE

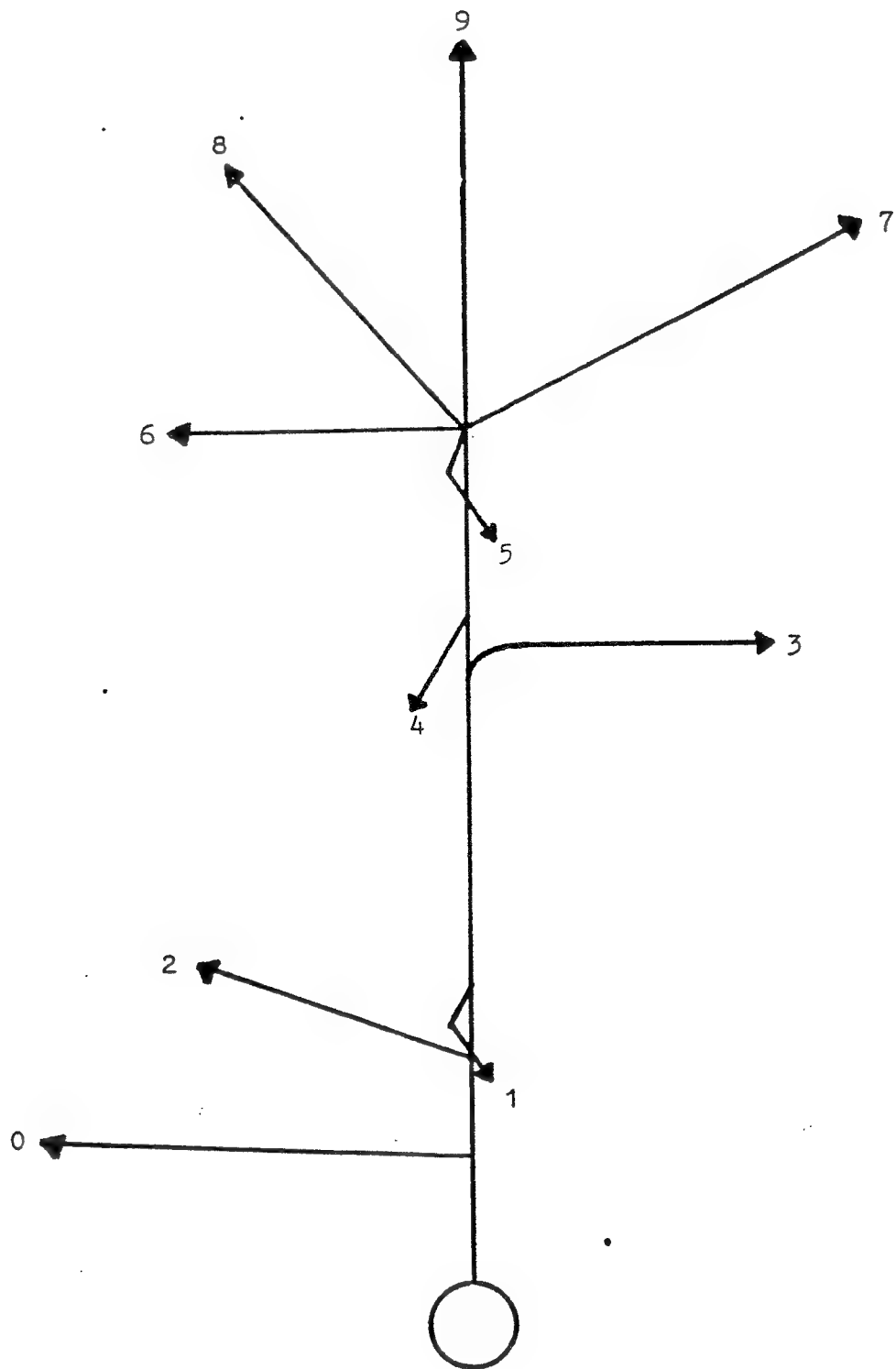
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- I. OUTSIDE RECEIVER ROUTES
- II. INSIDE RECEIVER ROUTES
- III. "Y" & WING ROUTES
- IV. R ROUTES
- V. SCRAMBLE RULES

OUTSIDE RECEIVER ROUTES

- O Route = Smash or Run away - Push upfield 6 yards, across defender face inside and run away. C.P. Zaire, route vs man to man coverage.
- 1 Route = Hitch release off L.O.S. 8 yards, plant with outside foot stepping back one step looking back toward QB quickly for the ball. C.P. Ball can be thrown to outside hip vs inside technique corner. Fade vs. Press or Roll.
- 2 Route = Slant - Release off L.O.S. to depth or 6 yards or 4 steps - plant outside foot and cut sharply to inside angle depends on position defender.
- 3 Route = Out - release off L.O.S. to depth of 12 - roll over outside foot and cut sharply to outside. Fade vs Roll or Press.
- 4 Route = Hook, Curl, Release off L.O.S. to depth of 12 yards. - plant outside foot and step back toward QB. Work to get open. (stay or work to open lane.)
- 5 Route = Release off L.O.S. to depth or 15 yards. - plant outside foot and start back down the stem, be prepared to slide outside vs Inside technique corner. Fade vs Roll or Press.
- 6 Route = IN - Release off L.O.S. to depth of 14 to 16 yards - plant outside foot and cut sharply across the field avoid gaining ground upfield. Settle vs zone, run away vs man.
- 7 Route = Corner, Flag - Release off L.O.S. to depth of 15 yards. If corner is playing you inside hint and take an angle to the end zone pylon. If corner is playing outside or deep take 4 steps to Flag and adjust back to sidelines losing ground. Vs. 2 deep read safety like he was a corner.
- 8 Route = Post Release off L.O.S. to depth of 12 to 15 yards, close cushion - plant outside foot and angle for the near goal post.
- 9 Route = GO - Release off the L.O.S. to depth of 12 to 15 yards or close cushion. Move or method will vary by defenders techniques and receiver. C.P. must close the cushion.

OUTSIDE RECEIVER ROUTES



INSIDE RECEIVER ROUTES

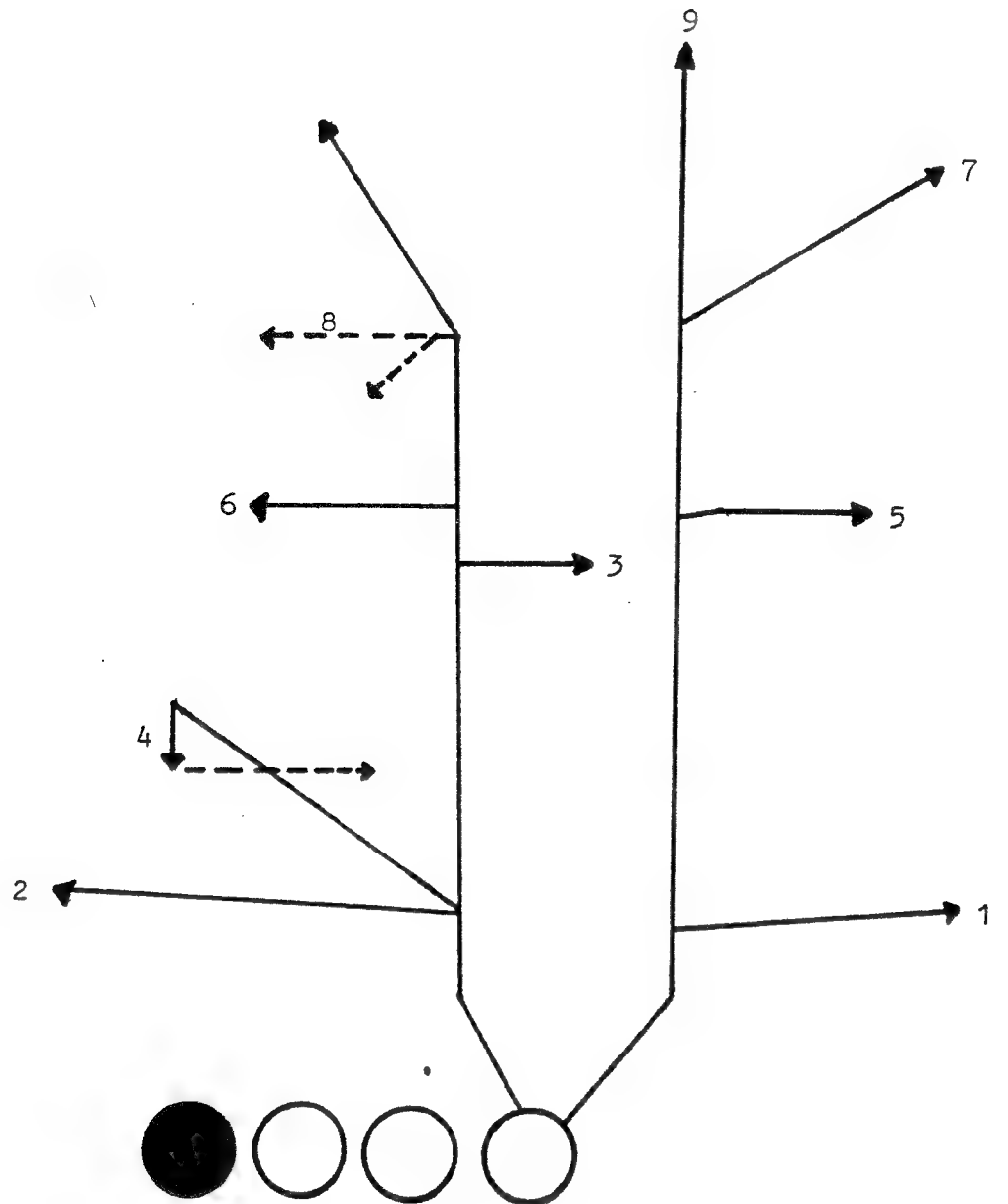
1. Route = Flat or Diagonal - outside release on second step plant inside foot and gain ground slightly to depth of 4 yards. Vs. Press, pressure upfield then run a quick out.
2. Route = Slant - release off L.O.S. to depth of 4 yards or when defender forces break, break at 45 degrees.
3. Route = Out - Release to depth of 10 to 12 yards, plant inside foot and cut sharply outside. Be prepared to settle vs zone.
4. Route = Release inside toward Lber to depth of 8 to 10 yards, be prepared to ricochet off defender and pivot outside to open area. If no defender, hook up in open hook area.
5. Route = Stop - Release off L.O.S. to depth of 15 yards, plant outside foot and drive back down the stem. Be prepared to adjust in open zone.
6. Route = In - Release off L.O.S. to depth of 10 to 12 yards, plant outside foot and cut sharply across the field. Continue across field and avoid gaining ground upfield.
7. Route = Corner - Release off L.O.S. to depth of 12 to 15 yards. Vs inside technique of defender hint and run to the Flag on the G.L., vs zone be prepared to settle between the hash and the numbers.
8. Route = Middle Read - inside release off L.O.S. if possible straight upfield to a depth of 12 to 15 yards, read the middle of the field. If safety is in the middle and it is zone coverage hook up and work to open zone. Vs man to man with a safety in the middle run an in route. Vs no safety in the middle, (or if you close the cushion on a safety in the middle) hint and aim to near goalpost.
9. Route = Seam Go - Release off L.O.S., outside if possible, work on an angle that will take you to the inside edge of the numbers, then work directly up the seam.

“Y” & WING ROUTES

- 1 Route = Flat - Outside release, on second step upfield, plant inside foot and cut sharply to outside and gain depth slightly to a depth of 4 yards.
- 2 Route = Drag - Inside release underneath linebackers. Cross the field to a depth of 4 to 6 yards. Read Zone or Man after crossing the Ball be prepared settle in an open throwing lane vs. Zone coverage or stay on the move vs. Man. (Push up and stick man AFTER crossing center)
- Cross - Inside release and cross the field to a point 18 yards deep on the far sideline. Work to run behind the Backside Linebacker if possible. Do not allow yourself be walled off.
- 3 Route = Out - (With an Inside Release) Release inside, work upfield to a depth of 8 to 10, plant inside foot and cut sharply to the outside. Be prepared to settle vs zone.
- 4 Route = Pivot - Release inside over the ball to a depth of 8 to 10 yards. Be prepared to pivot back to the outside if you are walled off by a defender or you recognize man coverage (Wait for eye contact from QB). Vs zone settle over the ball. C.P. Push hard to the middle. Work the upfield shoulder of the Inside Linebacker. “Sell the Drag route!”
- 5 Route = Out - (With an Outside Release) - Release outside to a depth of 10 to 12 yards, plant inside foot and cut sharply to outside. Be prepared to settle vs. Zone.
- 6 Route = In - Release inside, (or fastest form of release) work to a depth of 10 to 12 yards, plant outside foot and cut sharply across the field. Continue across the field and avoid gaining ground upfield.
- 7 Route = Corner/Flag - Fastest form of release. Run vertical stem to a depth of 10-12 yards. VS inside technique of defender (man) stick and run to the end zone pylon, vs Zone be prepared to break it off flat if defender is outside and over the top of you.

- 8 Route = Middle Read-Fastest form of release. Run vertical stem to a depth of 12 to 15 yards. Read the middle of the field. If the safety is in the middle and it is zone coverage hook up and work to the open area. Vs Man to Man with a safety in the middle run an IN route (stay on the move). Vs zone with no safety in the middle, (or, if you have closed the cushion on a middle safety) stick and aim to near goal post.
- 9 Route = Seam Go - Released off L.O.S., outside if possible, work on an angle that will take you to 1-2 yards from the inside edge of the numbers, then work directly up the seam.
- OPTION Route = Delay 1 count keying coverage and hot read. Take fastest release to a max depth of 8 yards while looking to give the QB an indicator and take the inside break at any time. Upon reaching depth, turnaway from pressure and play basketball. If no defender is waiting outside, you may stay on the move toward the flat.

Y AND W ROUTES

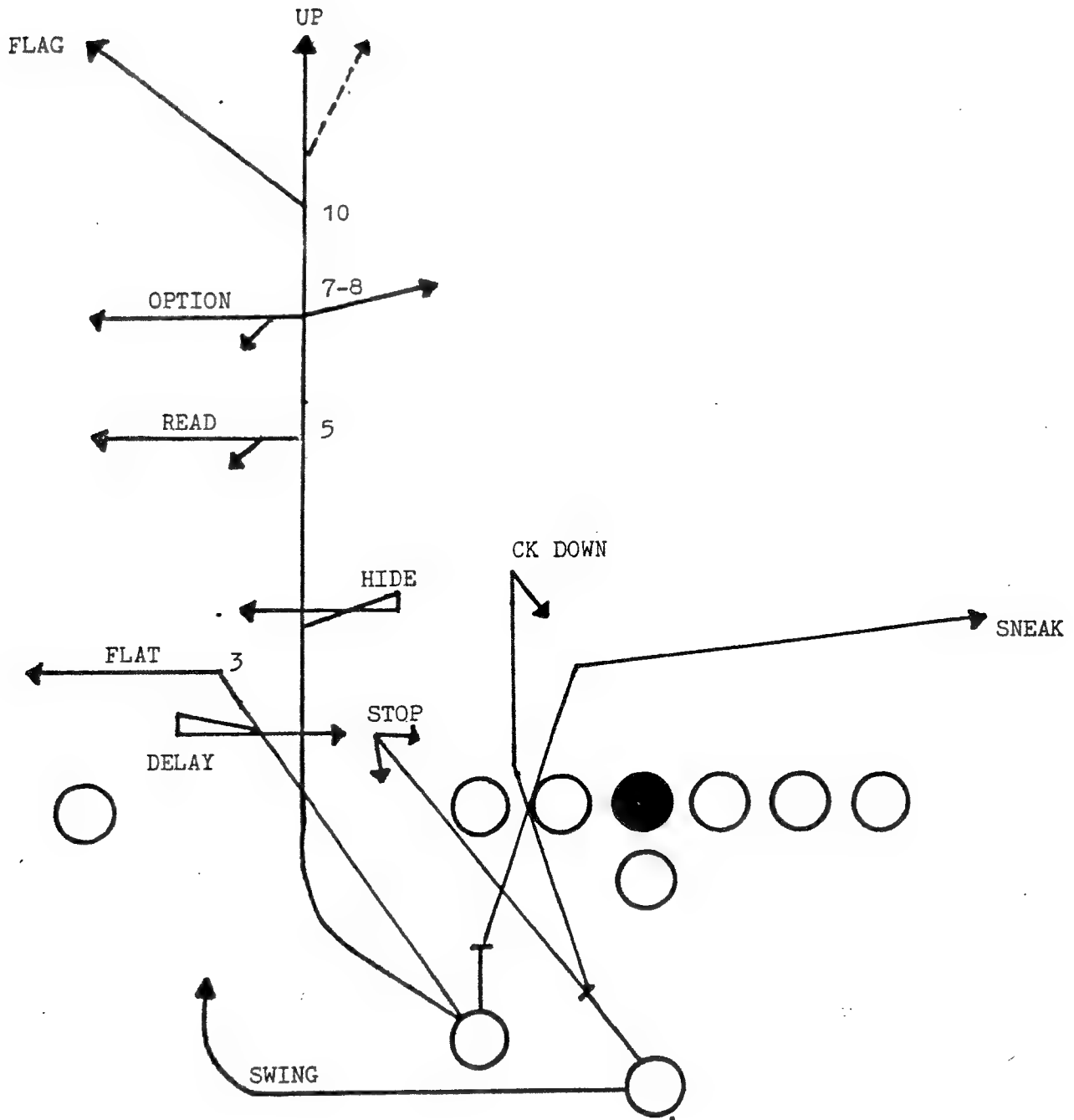


R ROUTES

- CHECK DOWN - Check protection responsibility.
Release thru the empty "well" and replace LB who would have been your blocking responsibility at a depth of 5 yards. Curl inside vs zone. Run away outside vs. M/M. Check down, 98/99 = Stop checkdown outside & no more than 1 yard deep.
- FLAG - Arc release, set straight stem and at 7-9 yards hint to hold safety and break, for the End Zone pylon.
If someone is in outside 1/3 come out soft and QB will adjust or stop you in zone.
- FLAT - Release straight to flat at a depth of 3 yards. - C.P. avoid being held up. Use also on 94/95.
- OPTION - Option - Arc release using the same steps as 34/35 Zone and set a straight stem up field while reading coverage.
a) vs "Hot" read break off to flat as soon as you see it C.P. same as flat.
b) Get 3 to 4 yards outside tackle to release.
c) If you can win inside you can take the inside cut early.
d) If you get bumped early, reset stem and maintain integrity of route, unless you can win inside. Work for 7 to 8 yards depth.
e) If no one is within 4 yards of you run hitch. Always turn outside and go to flat if no one is outside.
f) If someone is within 4 yards of you, hint toward defender and break away from defender.
g) If you reset and get on top of defender, hint to hold the defender and break opposite hint.
- DELAY - Run flat and plant up field foot pivot back toward LOS and stay flat.

- HIDE - Arc.release and go inside early and plant up field foot. Pivot back toward LOS and comeback outside flat.
- READ - Arc release. Drive up field to 5 yard depth.
a) Curl to outside vs Zone - C.P. come out soft.
b) Break at 90 degrees and run vs M/M - Speed Cut.
- UP - ARC release and set straight stem to a landmark 2 yards outside hash at 7 to 9 yards:
a) vs. MOF closed maintain straight stem. - C.P. use on backside of scats.
b) vs. MOF open use hint to hold safety on your side and break inside, aiming for the near goal post.
- SNEAK - Check protection responsibility, then release thru the empty well to a depth of 4-5 yards. Work to a point 9 yards deep on far boundary.
a) Drift thru vs zone
b) Run thru vs. M/M - C.P. use hint up field to create separation.
- SWING - Wide swing route outside of WR. Work to get shoulders turned around to view QB. C.P.
a) Go straight out from "Q" position.
b) Give 3 yards more depth from brown or tan.
- HITCH - Used on Scram with REX/LEX on Boston = 8 yard stop.

R ROUTES



SCRAMBLE RULES

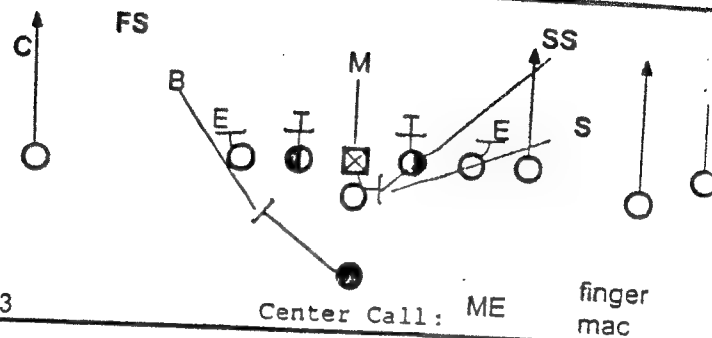
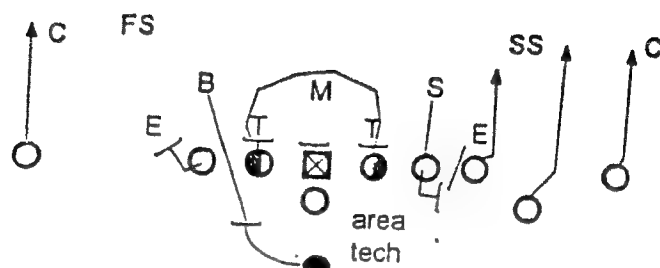
We will use a specific set of scramble rules when our QB is forced out of the pocket. It is important to follow these rules so that we can keep the field spread, looking for a positive gain, and minimizing turnover opportunities.

1. Outside Receivers
 - A. QB forced to your side = work back to sidelines and down the stem.
 - B. QB forced away = work middle of field at 15-18 yds. Work back toward QB.
2. Inside Receivers
 - A. Work in the same direction of the QB scramble.
 - B. Depth is determined by depth of your route.
 - C. 2 Receivers at the same depth = receiver farthest from QB adjust deeper.
 - D. Receiver running out of room on sideline = hook up and work toward QB.
3. QB
 - A. Footwork depends on situation. Always better to set up if possible.
 - B. Look for big play first in inside deep 1/3.
 - C. Scan field from release point - outside. (hash to sideline)
 - D. Run for positive gain, or throw ball away in safe spot

EXAMPLES

SCAT PROTECTION

DESCRIPTION : 6 man protection
break off away from call. Hot to call.



POSITION

ASSIGNMENTS AND COACHING POINTS

PWR

Route

OWR

Route

QB

R

Center will point out inside blitz that line is taking. You take next blitz or blitzers to offside. Vs 4 weak, scan inside out. You have 2 blitzers. CP if off guard is covered and center is occupied and blitz gets in "A" gap, guard blocks down, you take man on guard. On 4-6 defense if your blitz gets in strong side A gap you block man on off guard.

P W/Y

Route

R W/Y

Route

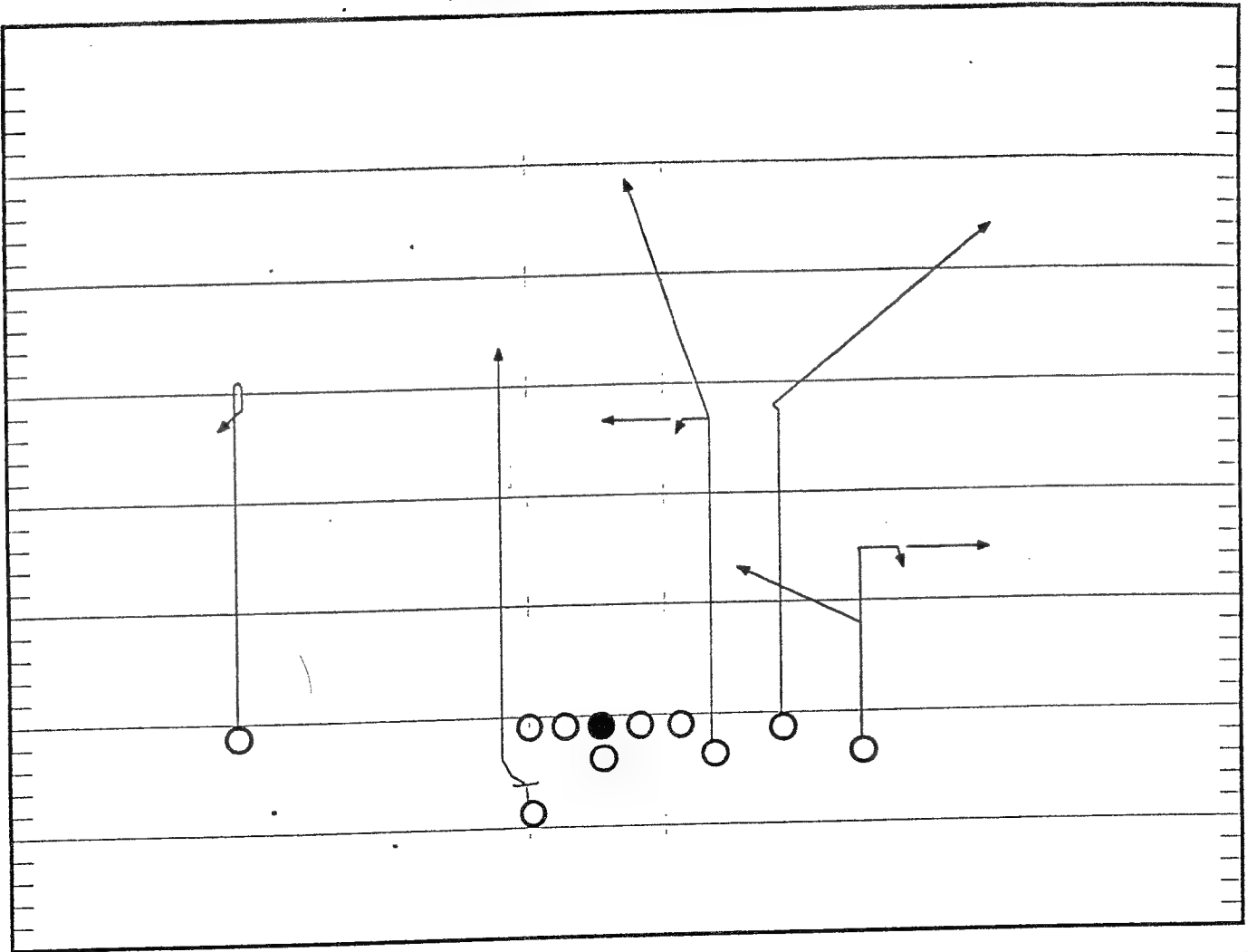
OL

Center- makes calls which tell line and QB who has double read. He points to #1 blitz that line is taking. (For R to know who he must take).
Playside T- You have double read on "5 down" call when you are uncovered. On "me" and Lion/Ram calls, you do not have double read when uncovered. However on all calls if uncovered, call down when blitz over you gets in a gap.
Playside G- You have double read when ever you are uncovered.
Offside G- You have double read on Lion/Ram call.
Center- Call "5 down" vs any defense where you and guards are covered. This may include "P" defenses, if we do not want you or off guard to double read, because of middle pressure.
Call "Man" when playside guard double reads. Call "Me" when you double read.
Call Lion/Ram when off guard double reads.
C.P. vs even defenses (no "P" looks), mac becomes 1st blitz to call side.

SCAT PROTECTION

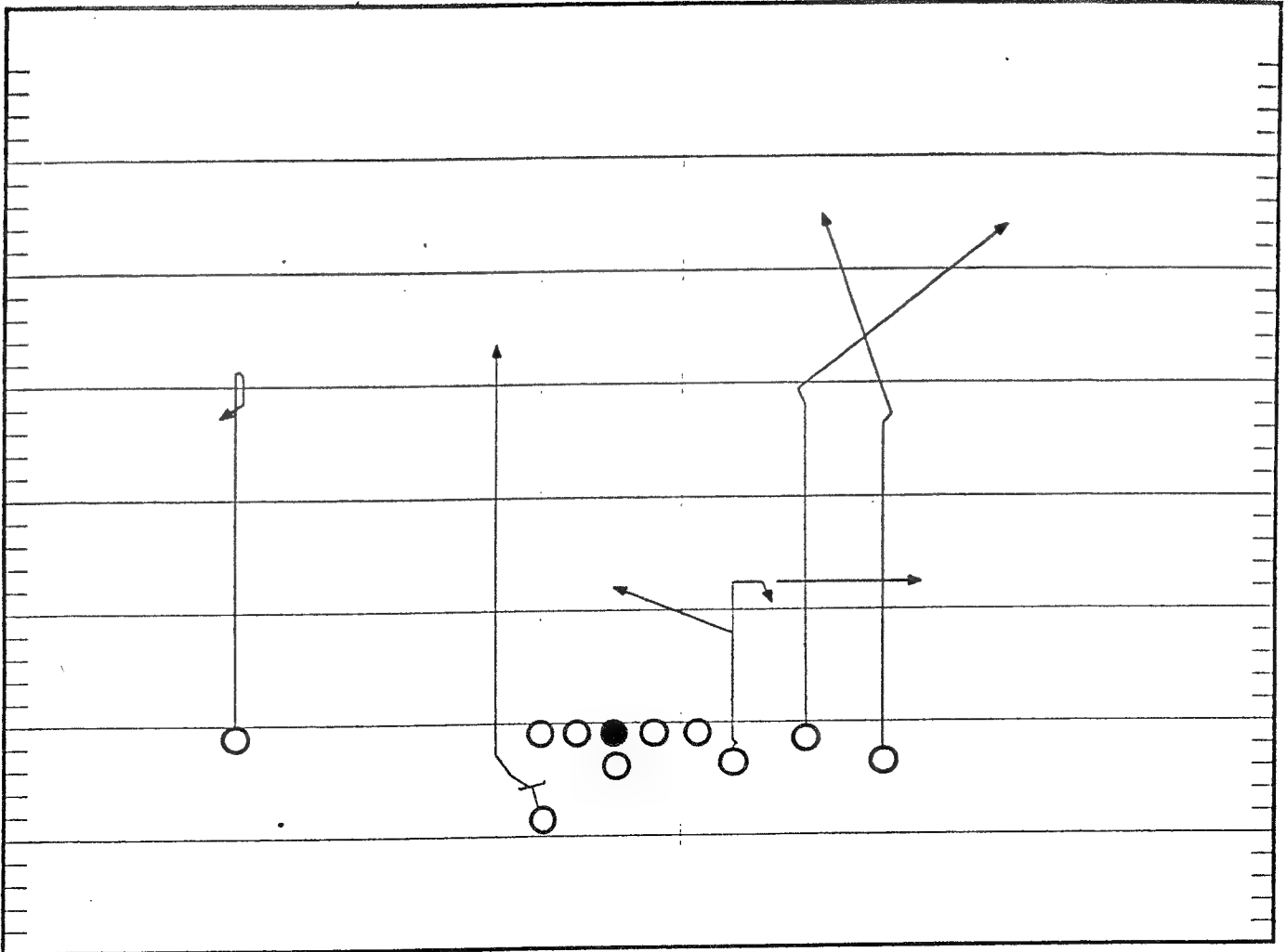
<p>UNDER KC center calls: MAN finger mac</p>	<p>OVER KC center calls: Man Lou finger mac</p>
<p>UNDER center calls: MAN finger mac</p>	<p>OVER STACK center calls: Me or 5 Down finger mac</p>
<p>46 (over or under) center calls: 5 Down finger stub</p>	<p>DBL SINK (over or under) center calls: 5 Down finger mac</p>
<p>4-3 BOSS 2 DEEP center calls: ME finger mac</p>	<p>4-3 BOW 2 DEEP center calls: ME Finger #1 blitzer call side</p>
<p>4-3 BOSS 1 DEEP center calls: ME finger mac</p>	<p>4-3 BOW 1 DEEP center calls: 5 Down or Me Finger Mac</p>
<p>NICKEL 4-2 2 DEEP center calls: ME finger #1 blitzer call side</p>	<p>OVER STACK center calls: Lion or 5 Down finger mac</p>

SCAT RT. ZAIRE



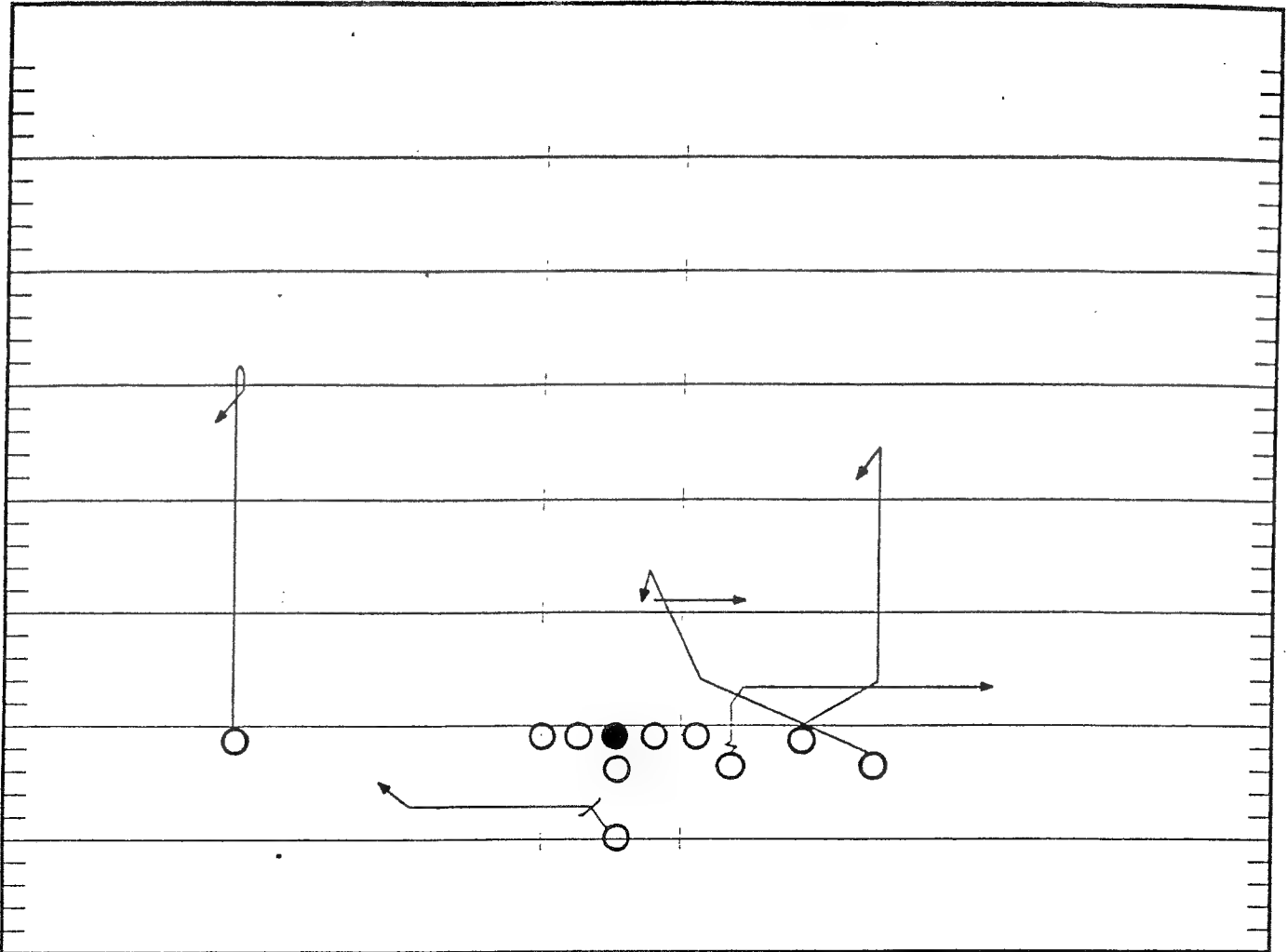
Z	Option (Hot)
X	5 (Break-off)
Y	8 (3 way Read)
W	7
R	Check, Up (Brown & Q)
QB	5 STEP DROP, 3/1 READ
FORM & ...	3/1 Trump, Trio, Zing Trump

SCAT RT. VEGAS



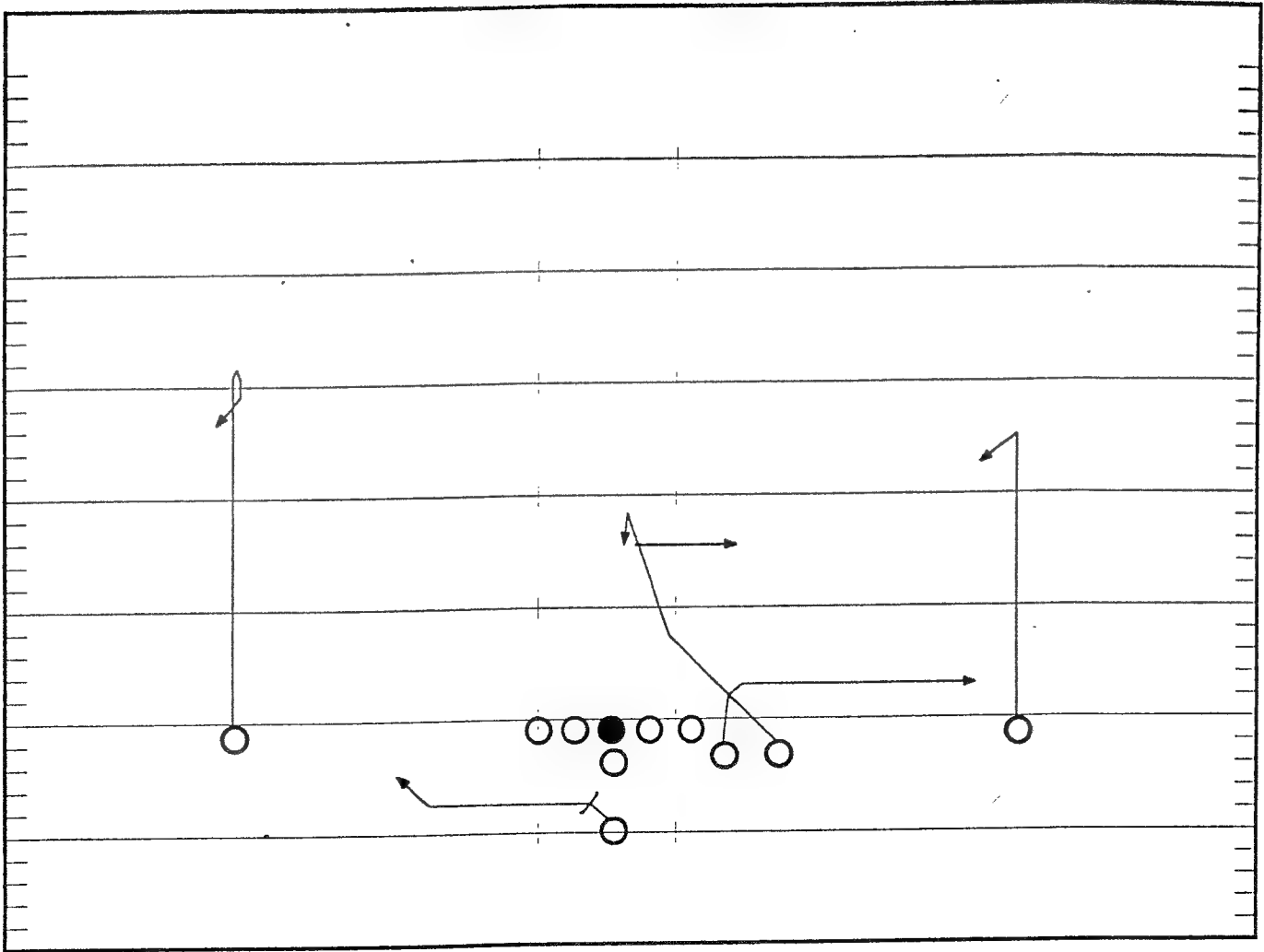
Z	8 (Go under W)
X	5 (Break-off)
Y	Option (Hot)
W	7 (Go over Z)
R	Check, Up (Brown & Q)
QB	5 STEP DROP, 3/1 READ
FORM &	3/1 Trump. Trio. Zing Trump. Zing Trio

SCAT RT. WOLF

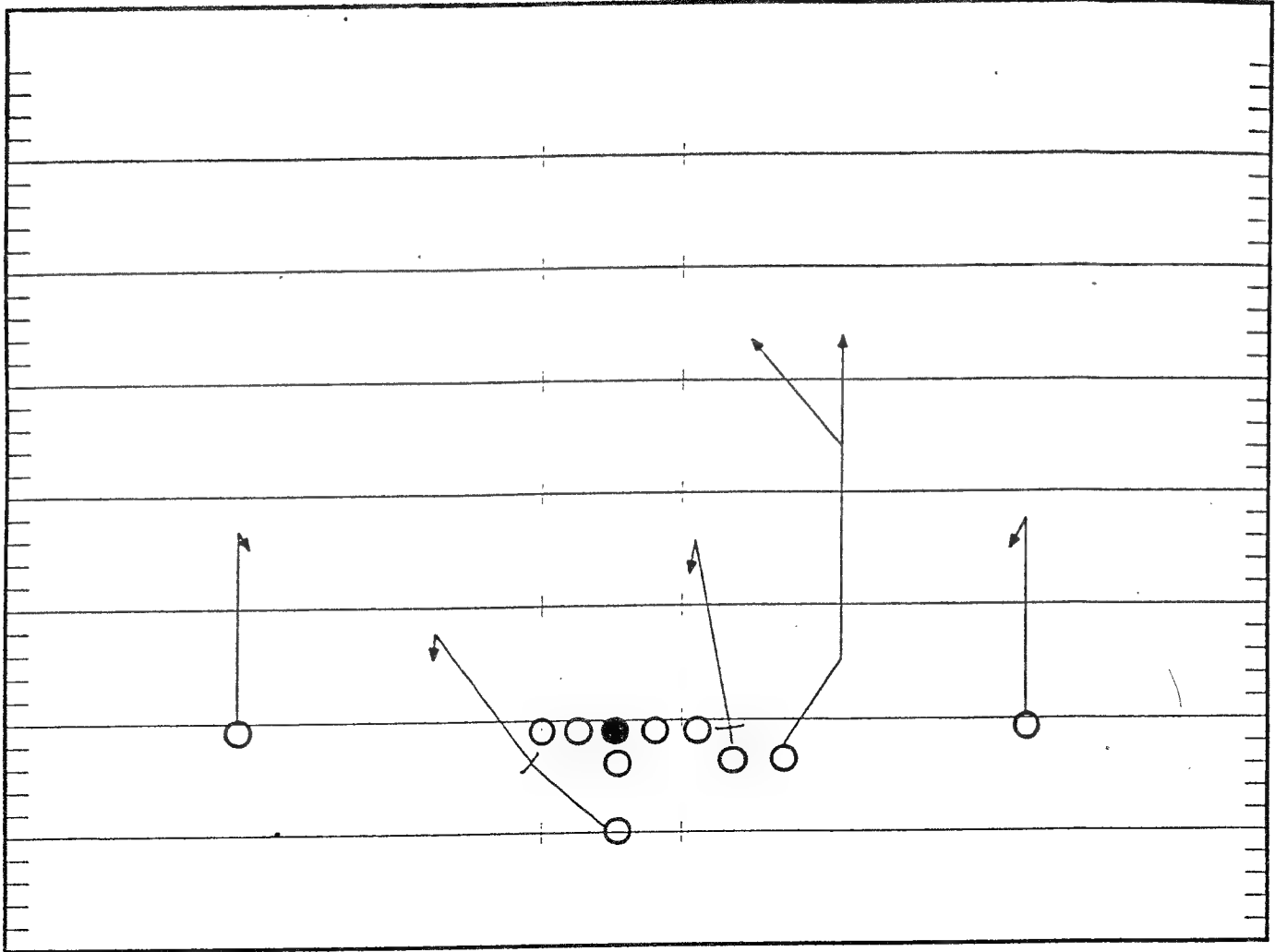


Z	Pivot 4
X	5 (Break-off)
Y	Flat (1) (Hot)
W	4 (Reverse Seam Release)
R	Check, Swing
QB	5 STEP DROP, 3/1 READ
FORM & ADJ	3/1 Trump, Trio, Zip Trump, Zing Trump, Fake Leap

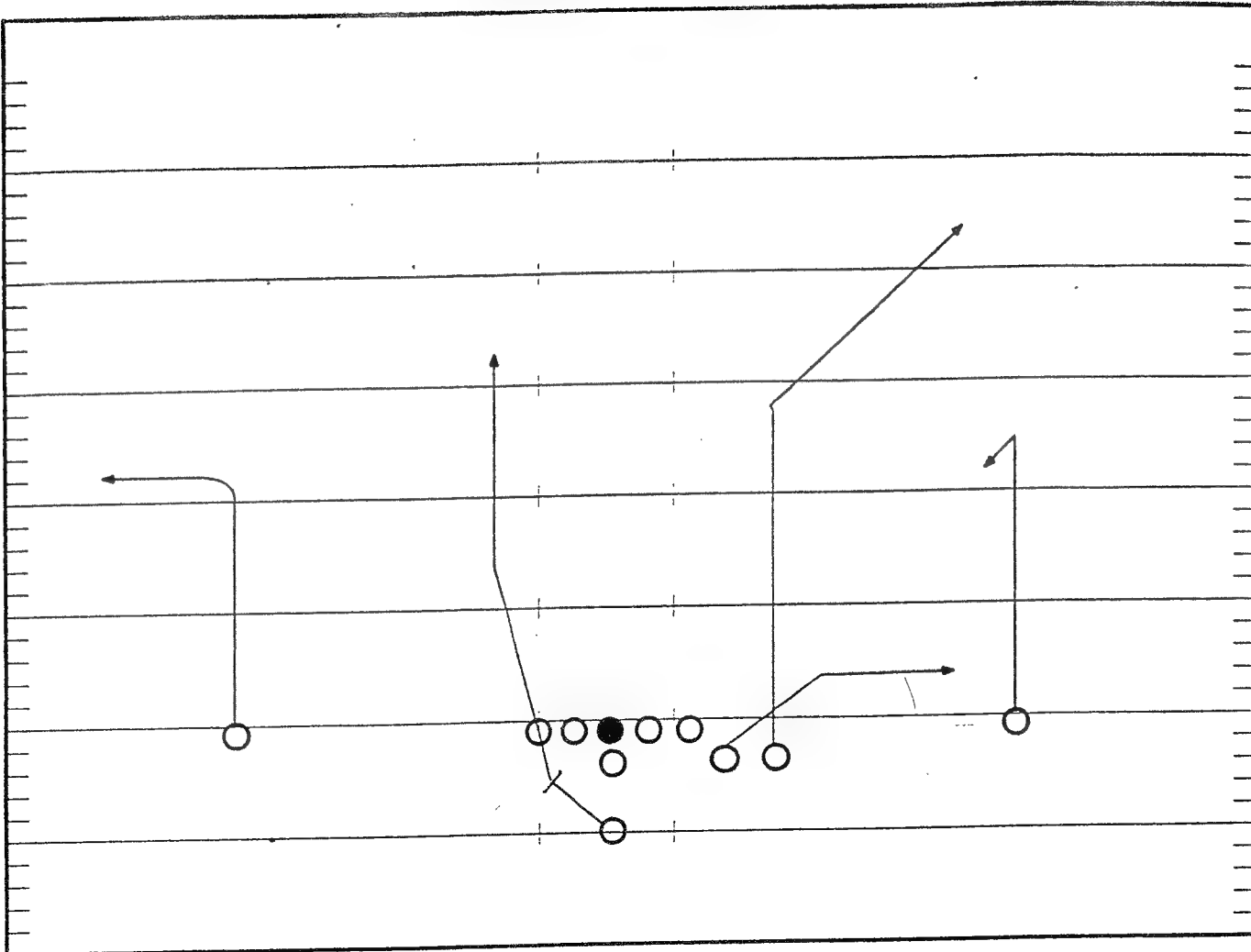
SCAT RT. ZEBRA



Z	4
X	5 (Break-off)
Y	Flat (1) (Hot)
W	Pivot 4
R	Check, Swing
QB	5 STEP DROP, 3/1 READ.
FORM & ADJ	3/1 Trips, Trey, Trump, Trio, Near, Walk Near

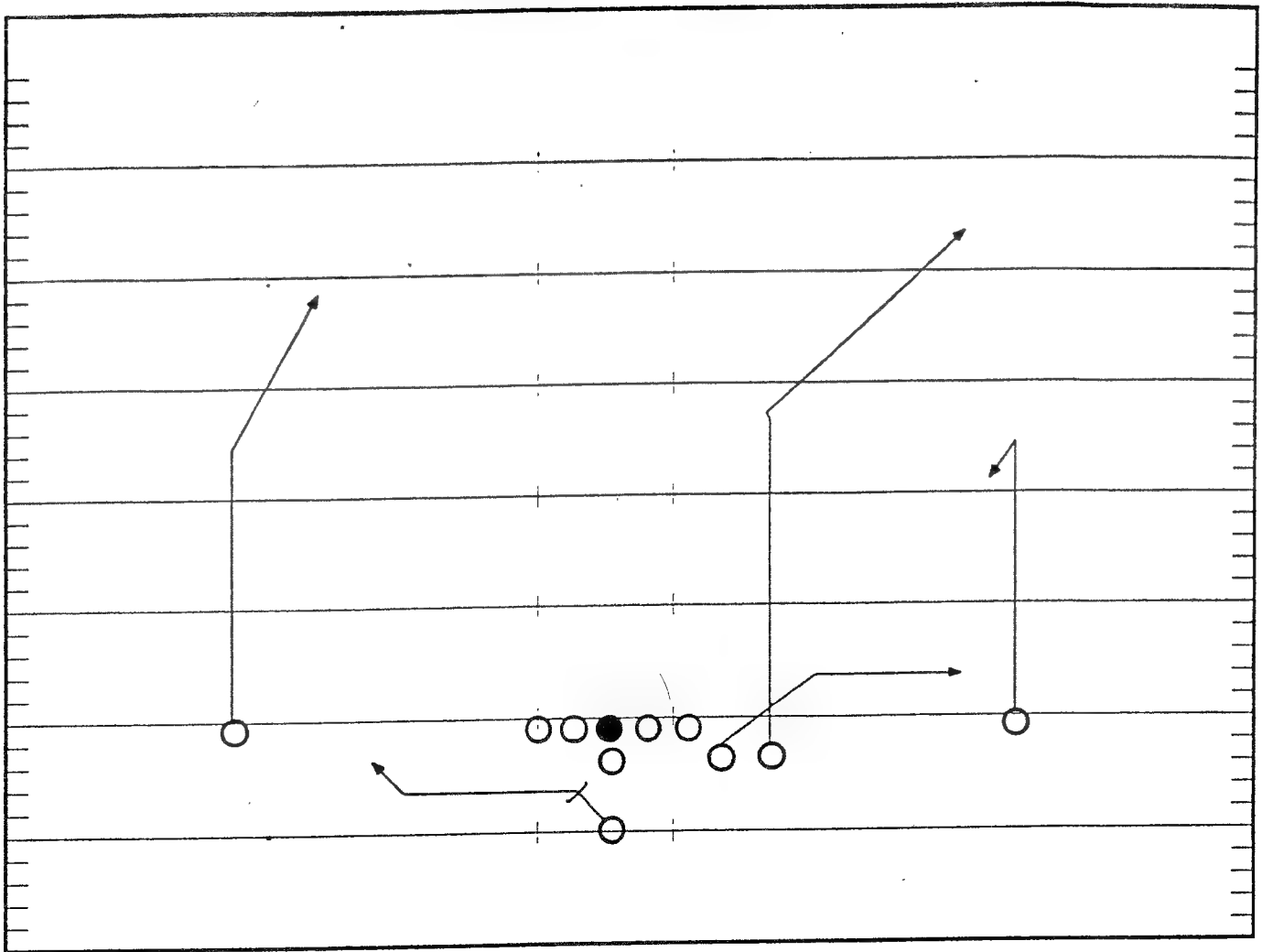


Z	1
X	1
Y	Slam, Check Down. Talk to OT.
W	9, Seam Read
R	Agressive Check, Stop.
QB	5 QUICK STEPS, FULL FIELD READ, BEST MATCH-UP, Vs. 2 DEEP = 3 on 2 CHECK DOWNS.
FORM & ADJ	3/1 2/2 Trips, Trey, Near, Train



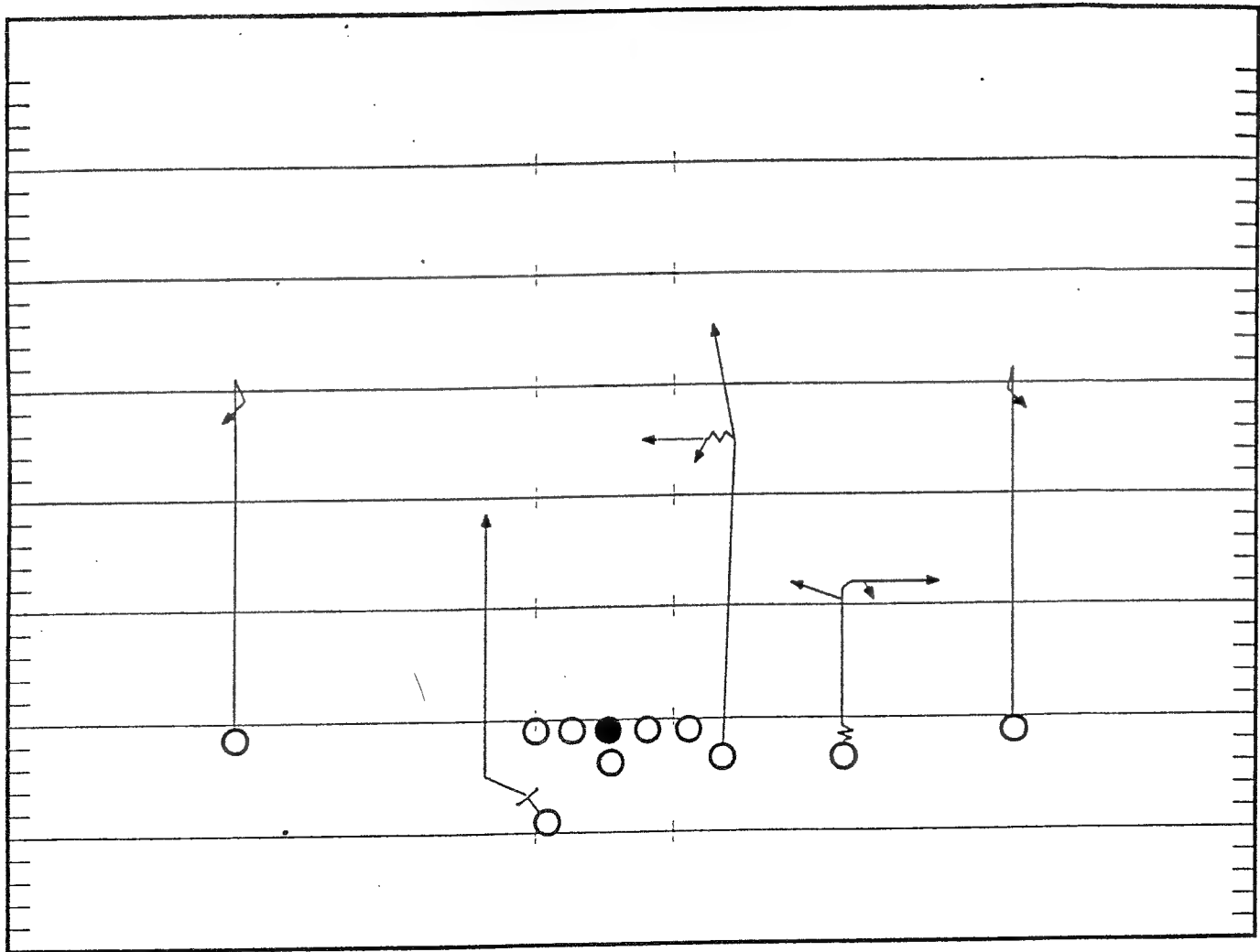
Z	4
X	3 (Break-off)
Y	Flat (Hot)
W	7
R	Check, Up
QB	5 STEP DROP, FULL FIELD READ
FORM & ADJ	3/1 Trips, Trey, Near, Train, Fly Trips

SCAT RT. 874



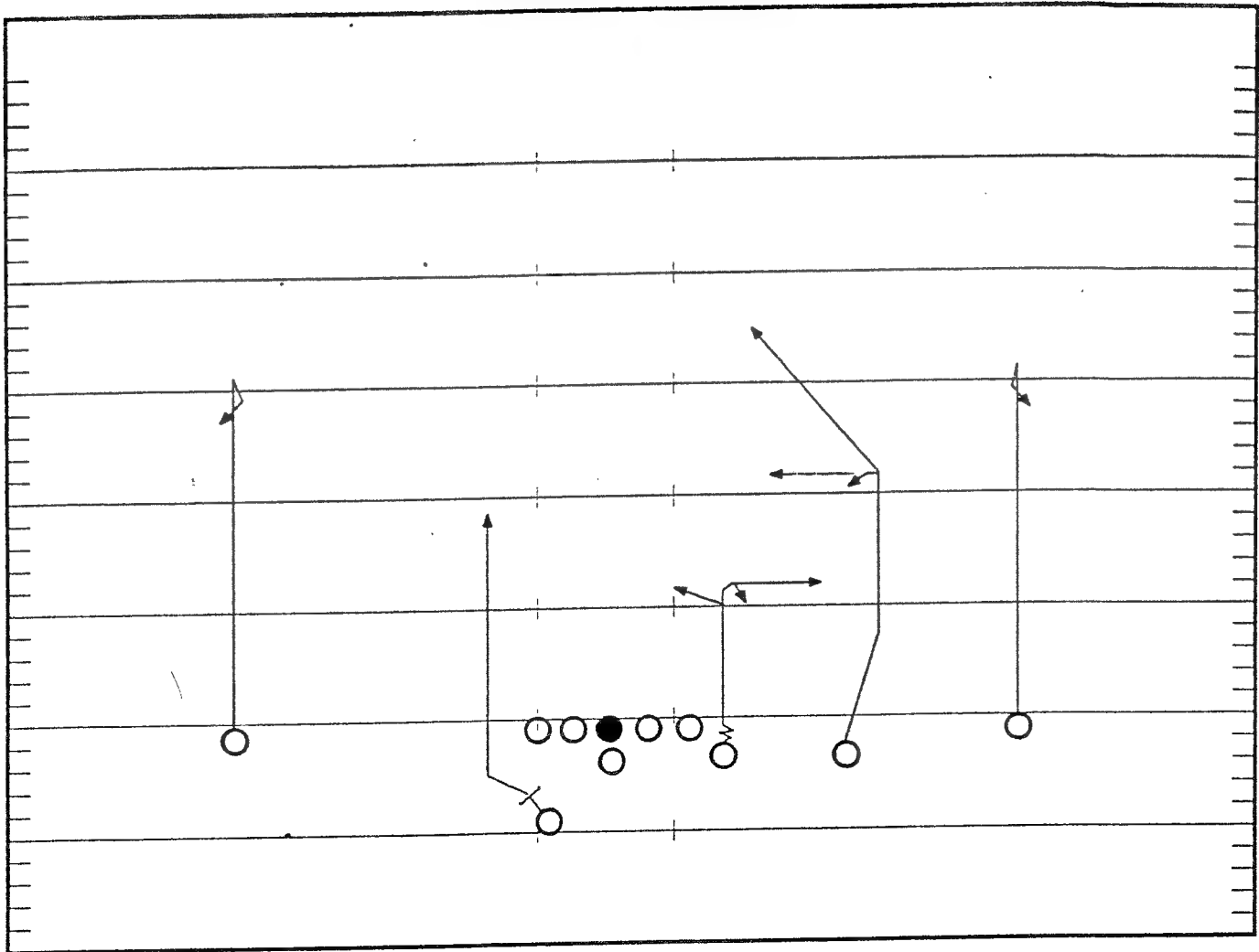
Z	4
X	8 (Break-off)
Y	Flat (Hot)
W	7
R	Check, Swing
QB	5 STEP DROP, FULL FIELD READ
FORM & ADI	3/1 Trips, Trey, Train, Near, Fly Trips

SCAT RT. WACO



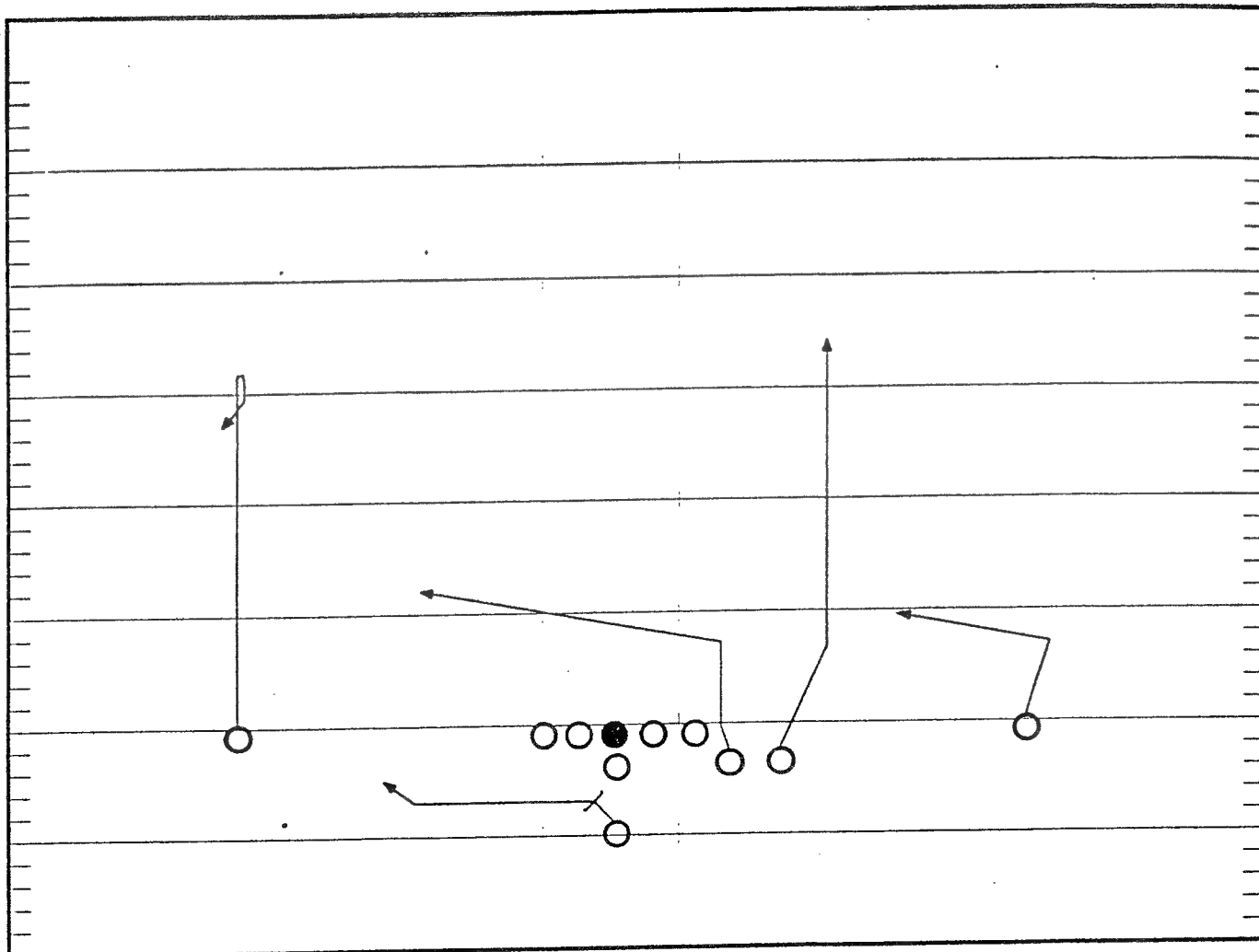
Z	5
X	5 (Break-off)
Y	8 (3 Way Read)
W	Option. (Hot)
R	Check, Up (Brown & Q)
QB	5 STEP DROP, 3/1 READ.
FORM & ADJ	3/1. Trey, Train, Trips, Walk Trips, Trips rip/liz, Fly Train, Walk Train, Train Fake Leap, Trey Tite rip/liz. MOF or Formation to field.

SCAT RT. YUMA



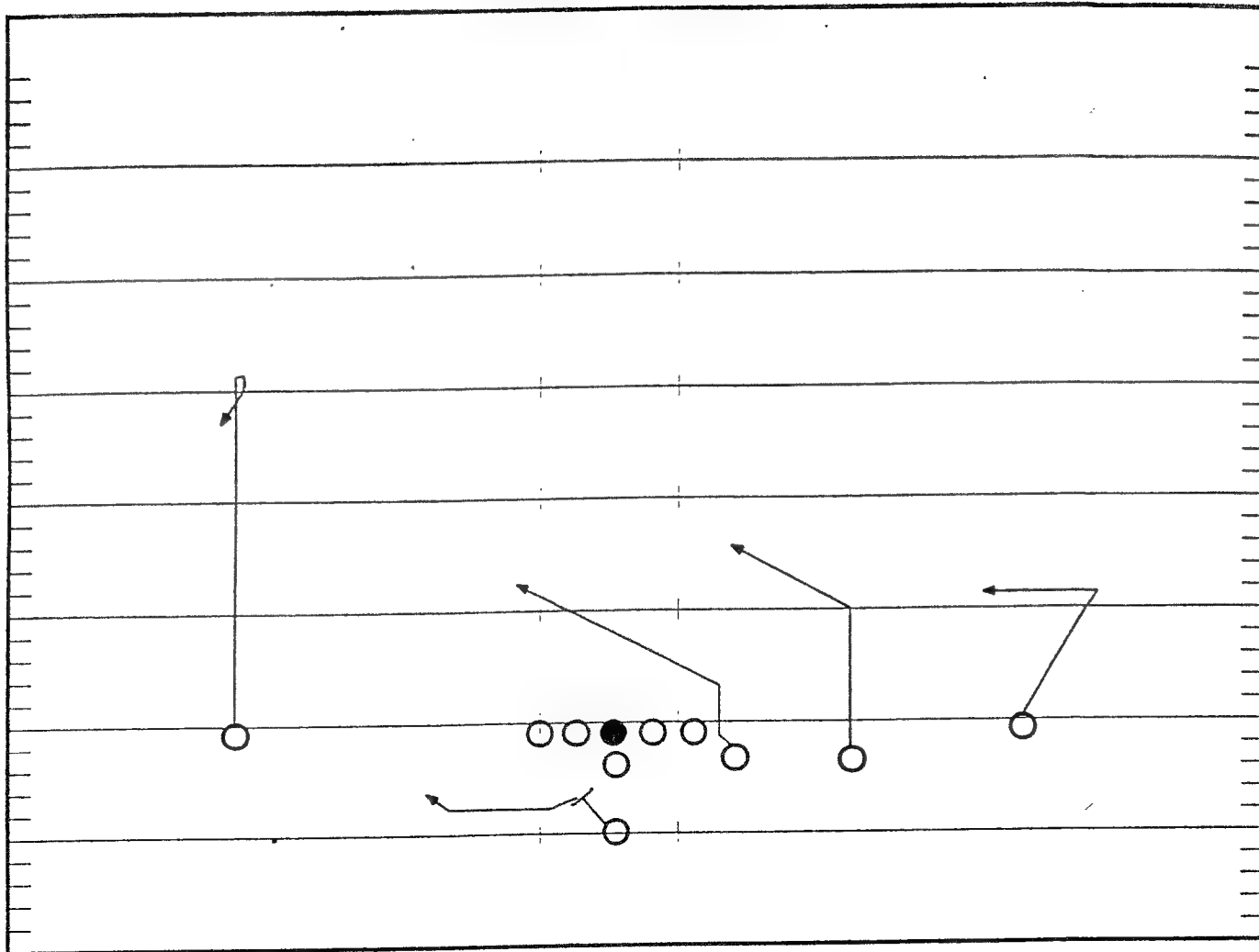
Z	5
X	5 (Break-off)
Y	Option. (Hot)
W	8 (MUST use reverse seam release to open up Y) (3 way Read)
R	Check, Up (Brown & Q)
QB	5 STEP DROP, 3/1 READ.
FORM & ADI	3/1. Trips, Train, Fly Train, Train Fake Leap. MOE or Formation to the field

SCAT RT. "Z" TRAIL



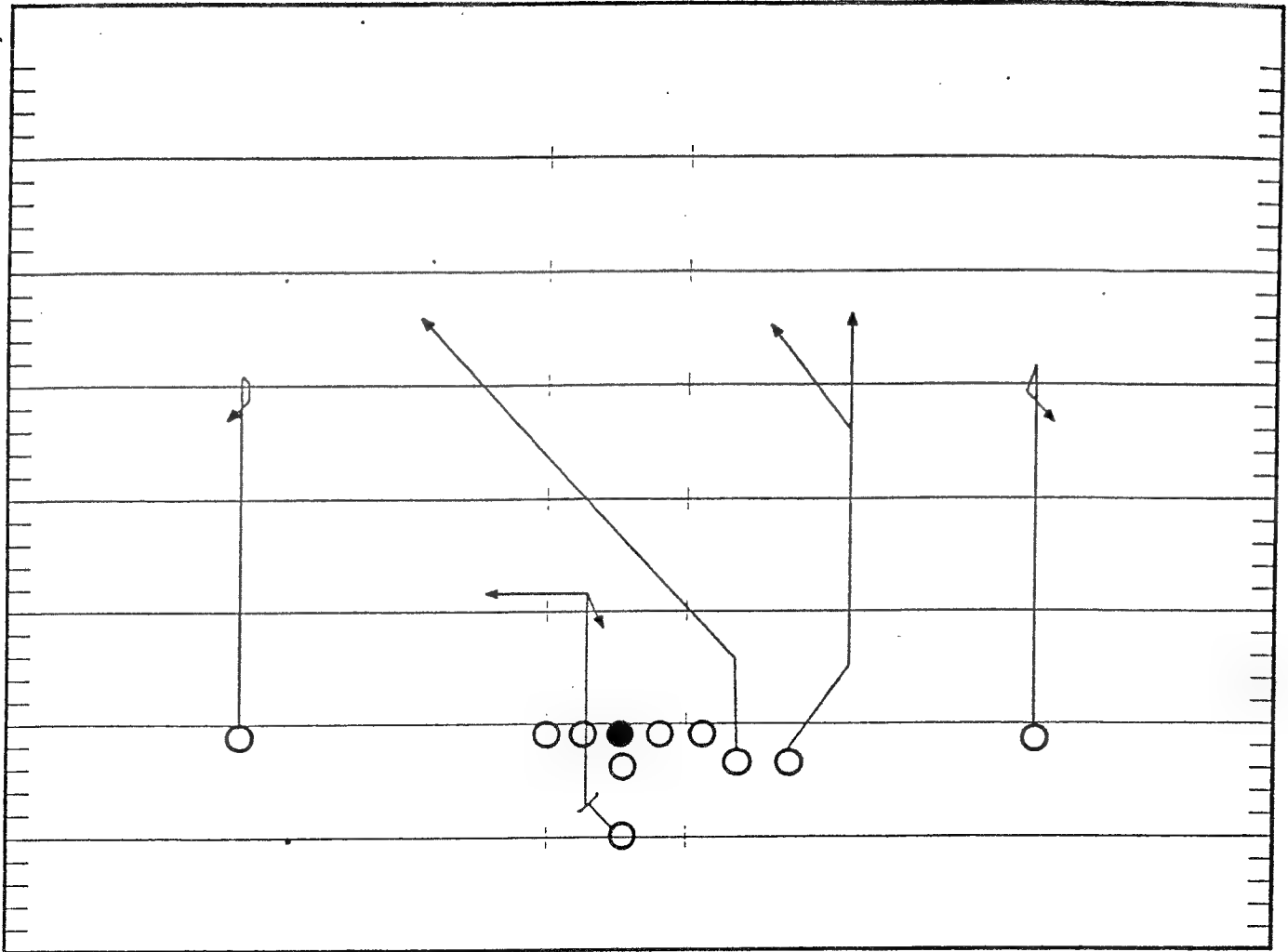
Z	Trail (2) (Hot)
X	5 (Break-off)
Y	2 (Hot)
W	Seam 9, Outside Flat Defender
R	Check, Swing
QB	5 STEP DROP, 3/1 READ INSIDE OUT. TRAIL READ
FORM &	3/1 Trine Trev Trumn. Trio

SCAT RT. DOUBLE TRAIL



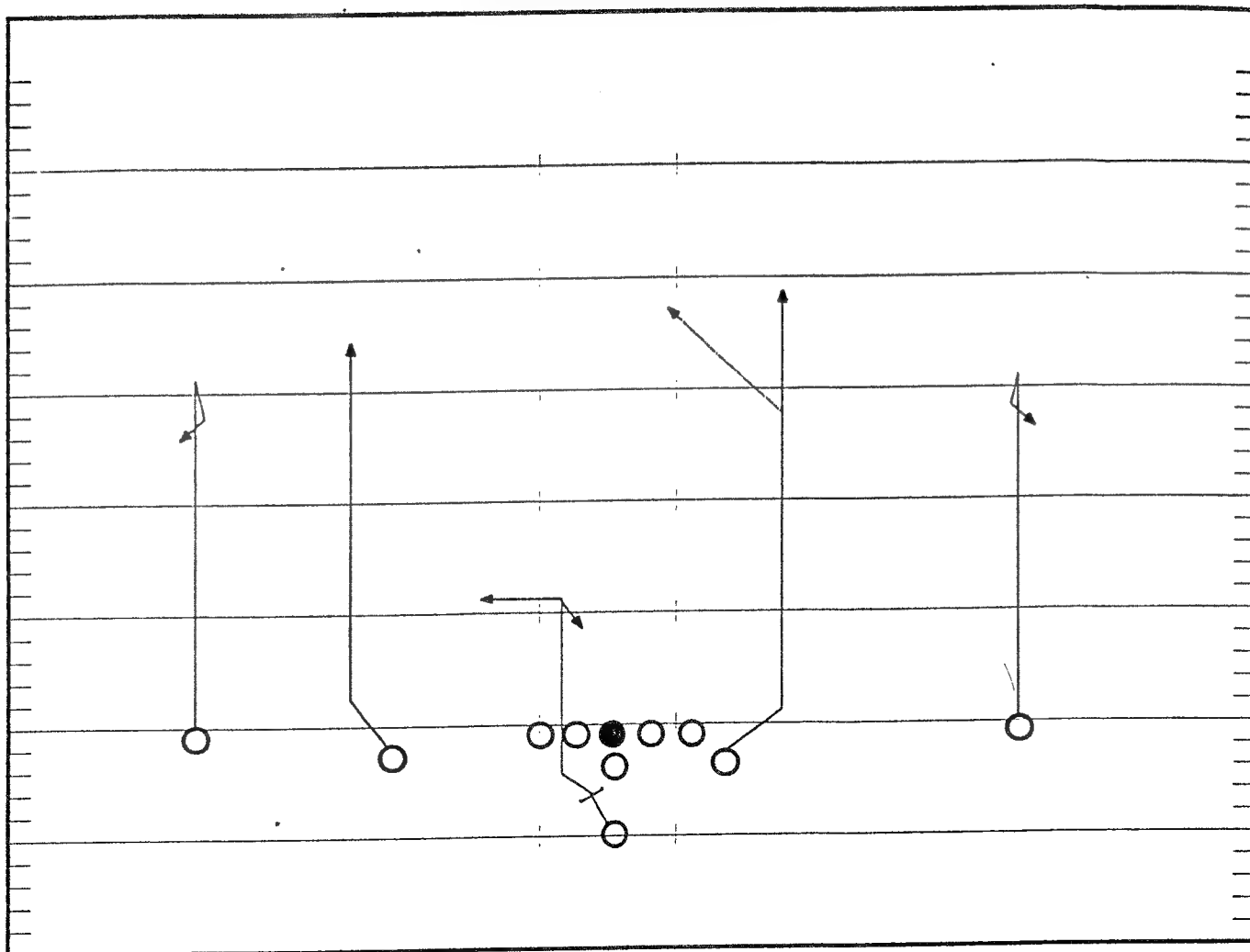
Z	Trail (Hot)
X	5 (Break-off)
Y	2 (Hot)
W	Trail (Hot)
R	Check, Swing
QB	3/1 READ, Y to W to Z. CAN GO WEAK IF PRESS NO HELP. HOT BUILT INTO ROUTE. TRAIL READ.
FORM & ADJ	3/1 Train, Trips, Zoom Train

SCAT RT. BOSTON



Z	5
X	5 (Break-off)
Y	Far 9
W	9, Seam Read (Hot)
R	Check, Check Down
QB	5 STEP DROP, BOSTON READ
FORM & ADJ	3/1 Trips, Trey, Train, Fly Trips

SCAT RT. BOSTON



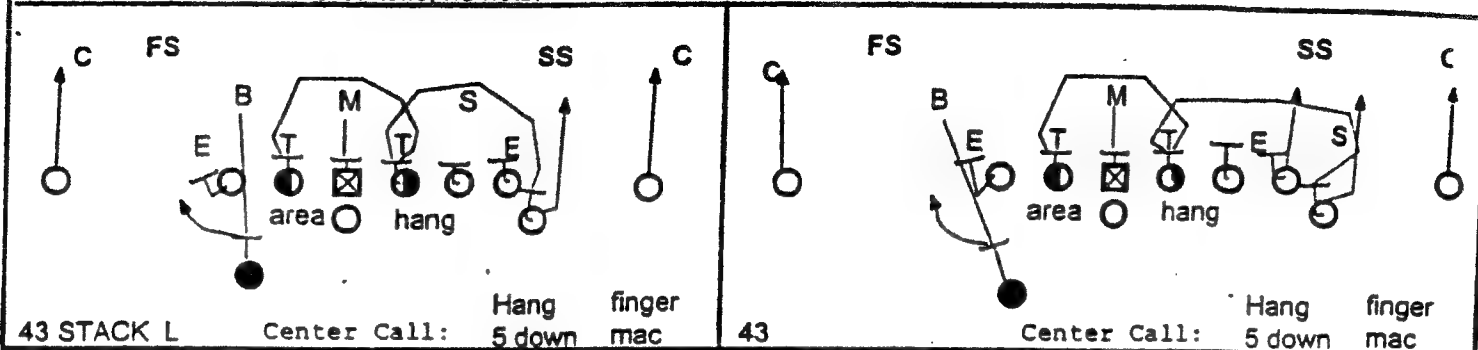
Z	5
X	5 (Break-off)
Y	9, Seam Read (Hot)
W	9 (Break-off)
R	Check, Check Down
QB	5 STEP DROP, BOSTON READ.
FORM &	2/2 or 3/1. Double, Trips Liz.

OTTO PROTECTION

193
190
191

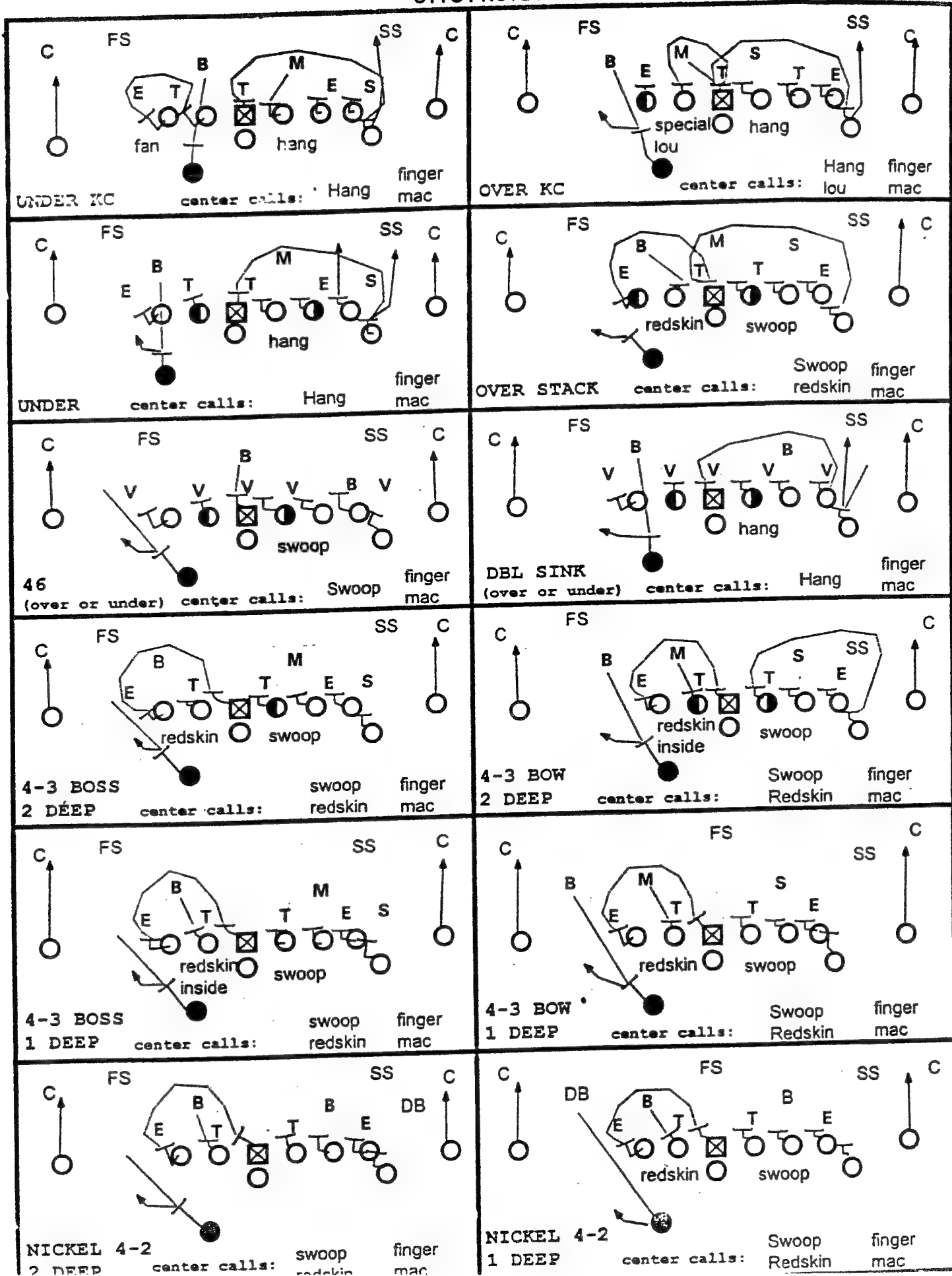
OTTO PROTECTION

DESCRIPTION : 8 Man protection
No breakoffs, no hots.

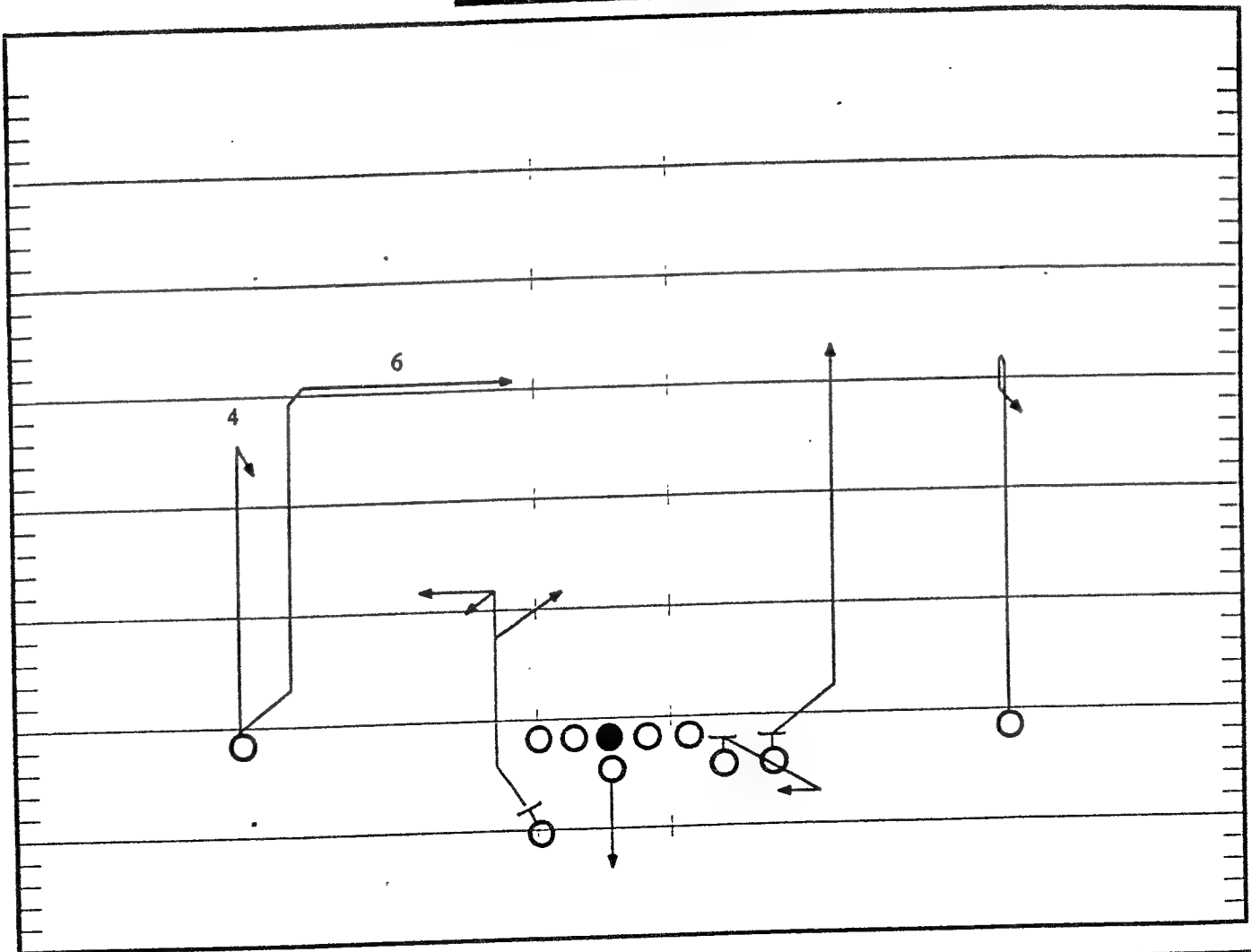


POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Route
OWR	Route
QB	
R	The center will point out Mac. You block next blitzzer to call side - Then scan to # 4 (On a swoop call, you will have #4 - release)
P W/Y	Hang call by center- Inside settle step, control inside gap, area all stunts. If #3 drops and you are free, release. Release when tackle expands to you. Swoop call by center- Expand to inside where necessary to control expanded inside gap
R W/Y	Block #4 Hang call- inside settle stop, control inside gap, area all stunts if #4 drops release Swoop call- protection expands inside. #3 becomes 4. Release only when P W/Y expands to you.
OL	Center calls offside protection, point out mac. 1. Swoop a. center and off guard covered with "p" LB. b. 4-2 even look 2. Hang- all other fronts. Center then calls other necessary adjustments for playside linemen. Te side guard and tackle. Hang call- inside settle step, control inside gap, area all stunts. (tackle expand to help TE, if free) Swoop call- expand to inside where necessary to control a "P" LB. Split side guard and tackle. Hang & Swoop calls- man protection Hang area call- tackle man, guard area with center Swoop redskin- 3 man slide protection Swoop redskin inside- slide to inside blitzzer.

OTTO PROTECTION

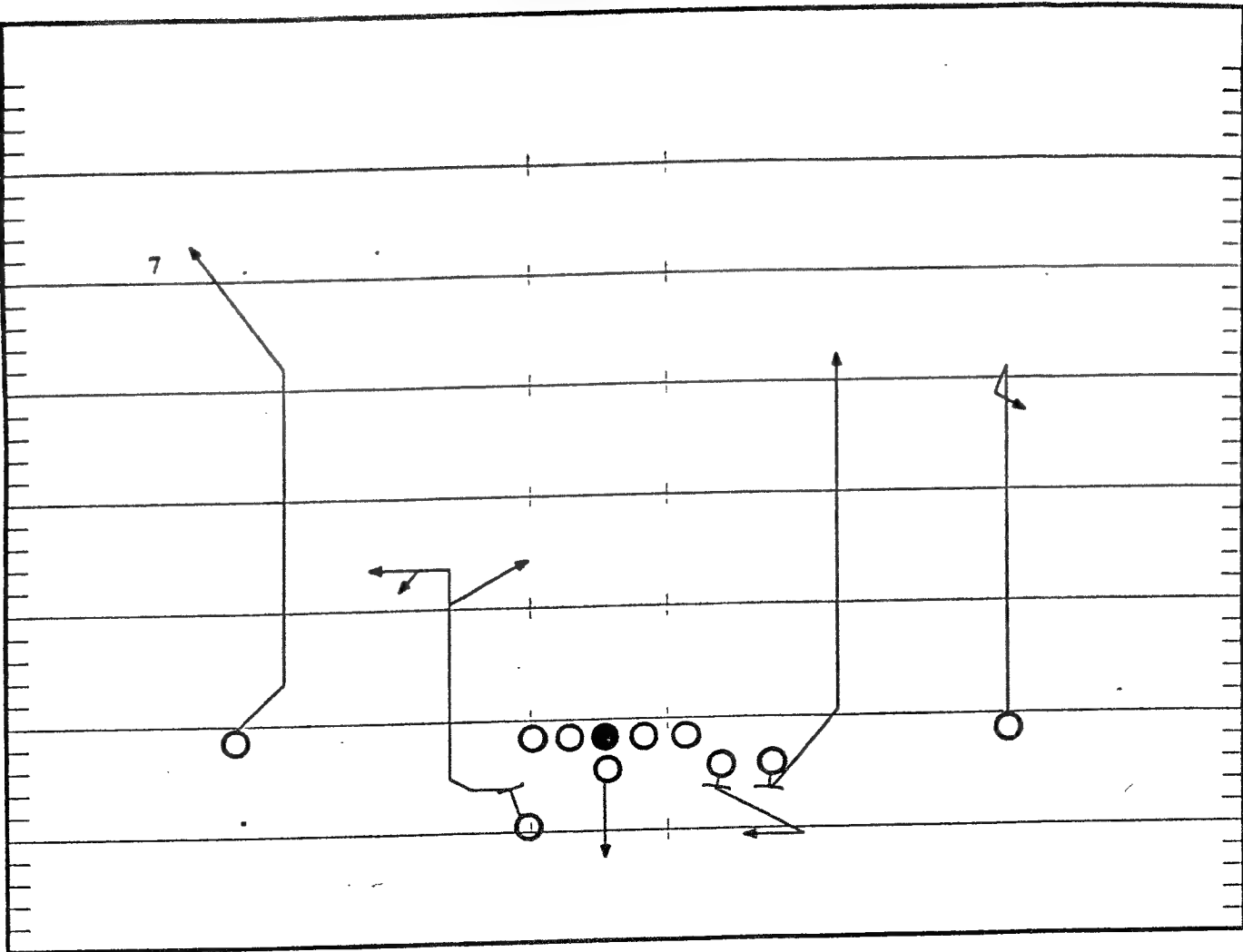


OTTO LT. 4/6



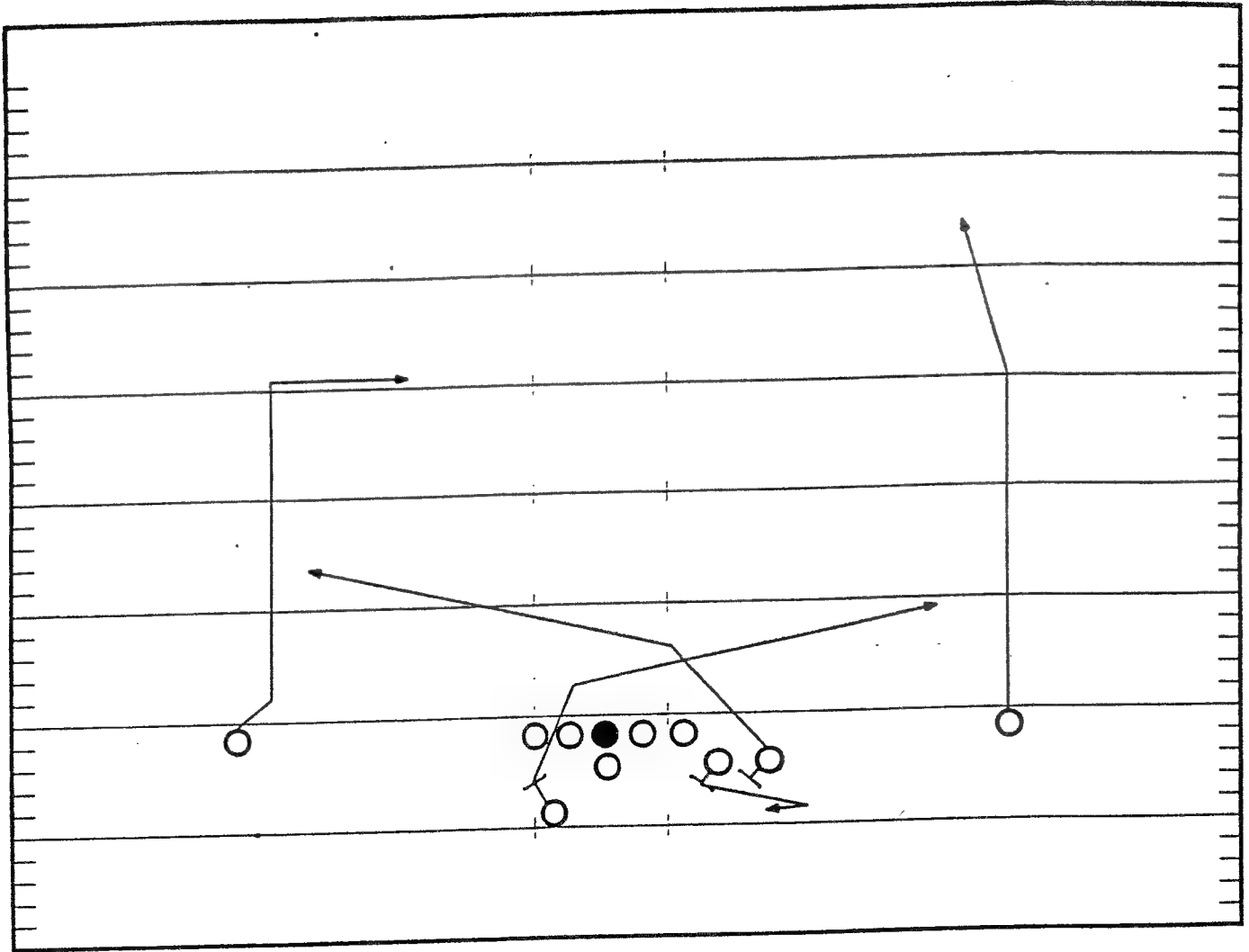
Z	5
X	4/6
Y	Check, Robin
W	Ck., 9.
R	Ck., option Otto 6 R Delay= sell out & break inside.
QB	5 STEP DROP, LEVERAGE READ
FORM	2/1 Trins Fly Trins 7m. Trev. Trins Fake Leap. Trump, Zm. Trump

OTTO LT. 7



Z	5
X	7
Y	Check, Robin
W	Ck., 9
R	Ck., Option Otto 7 R Hide= sell inside & break out.
QB	CONTROL 7 STEP DROP, WEAKSIDE READ.
FORM	

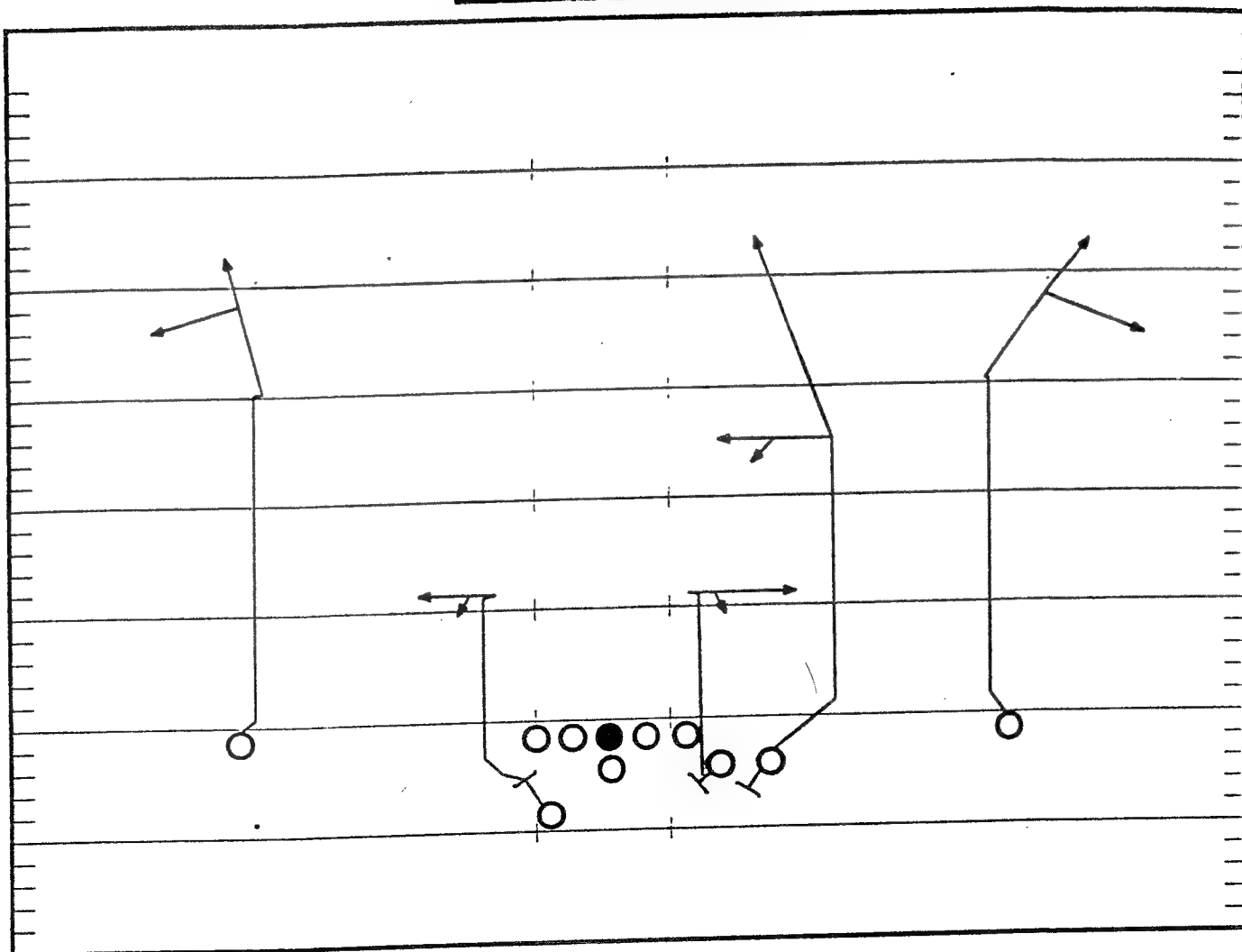
OTTO LT EXXON



Z	8
X	6
Y	Check, Robin
W	Check, 2
R	Check, Sneak
QB	5 STEP DROP, LEVERAGE READ.
FORM & C	Brown Trips, Trips, Brown Trey, Trey

Z	6
X	8
Y	Check, Robin
W	2, Check
R	Check, Sneak
QB	5 STEP DROP, LEVERAGE READ.
FORM	

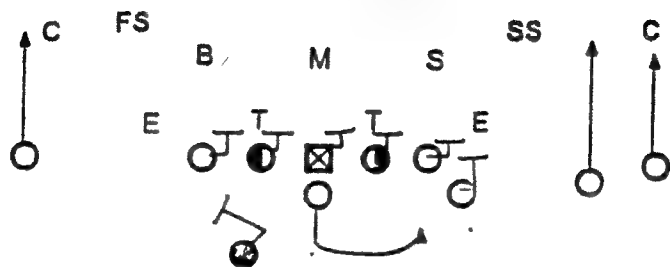
OTTO LT 787 WIDE



Z	7
X	7
Y	Check, Read
W	Check, 8 (3 way read)
R	Check, Read
QB	5 STEP DROP, BOSTON READ.
FORM	

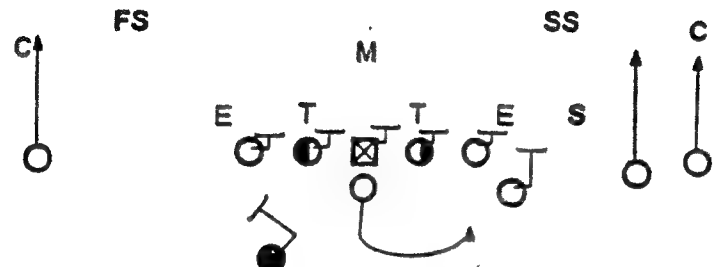
PLAY: SPEED PROTECTION

DESCRIPTION : 8 man protection.
No breakoffs, No hots



43 STACK L

Center Call:



43

Center Call:

POSITION

ASSIGNMENTS AND COACHING POINTS

PWR

Route

OWR

Route

QB

R

Set behind O.S.T. in a position to take any defender in "C" gap. Then water fall behind O.S.T taking 1st defender outside OST's block lock on and stay with him till the whistle blows.

P W/Y

block end man on LOS maintain LOS. Expand and fight him till whistle blows. If he pinches in to playside tackle, expand with tackle controlling his "C" gap. Look for late blitzers and scrapers.

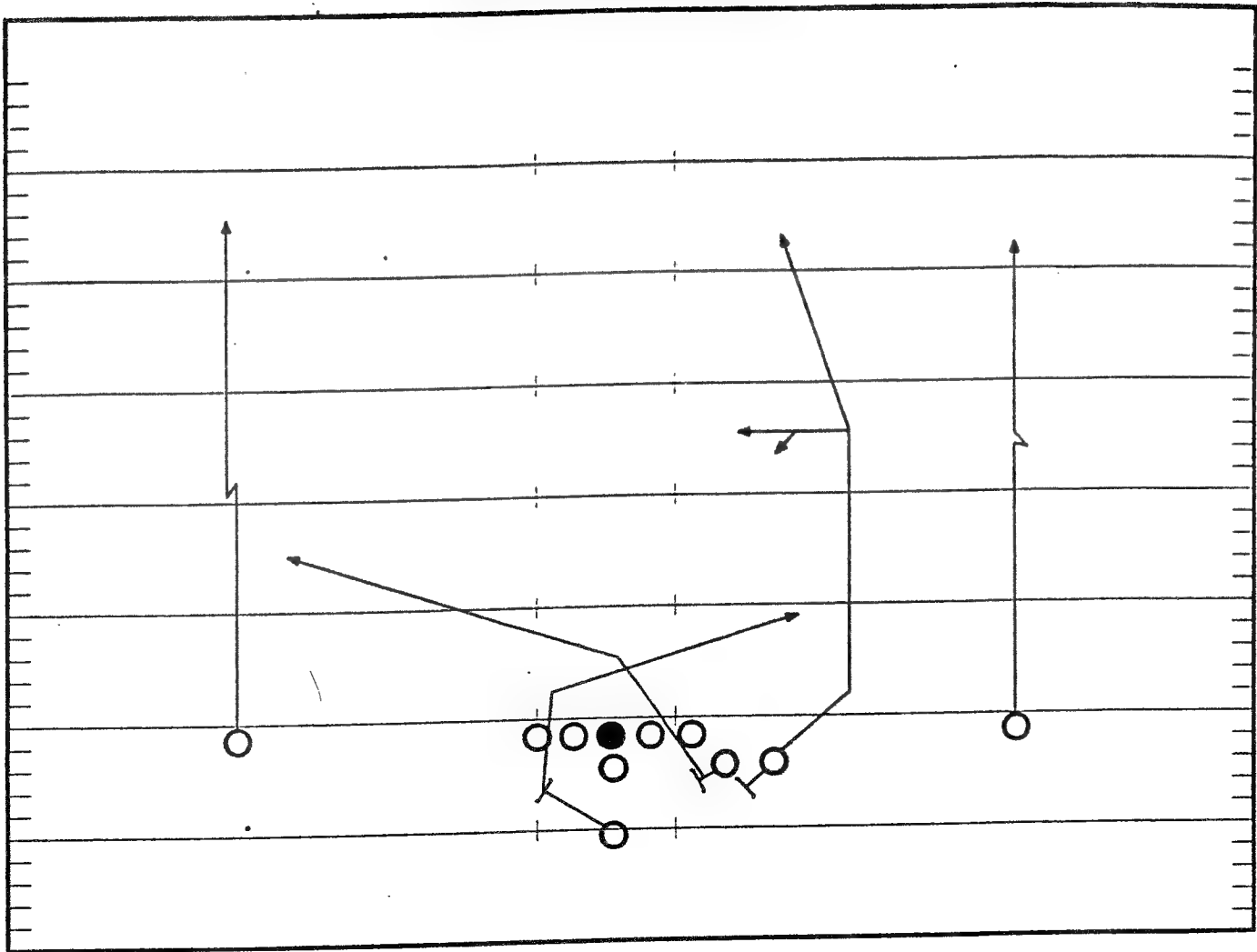
R W/Y

Route

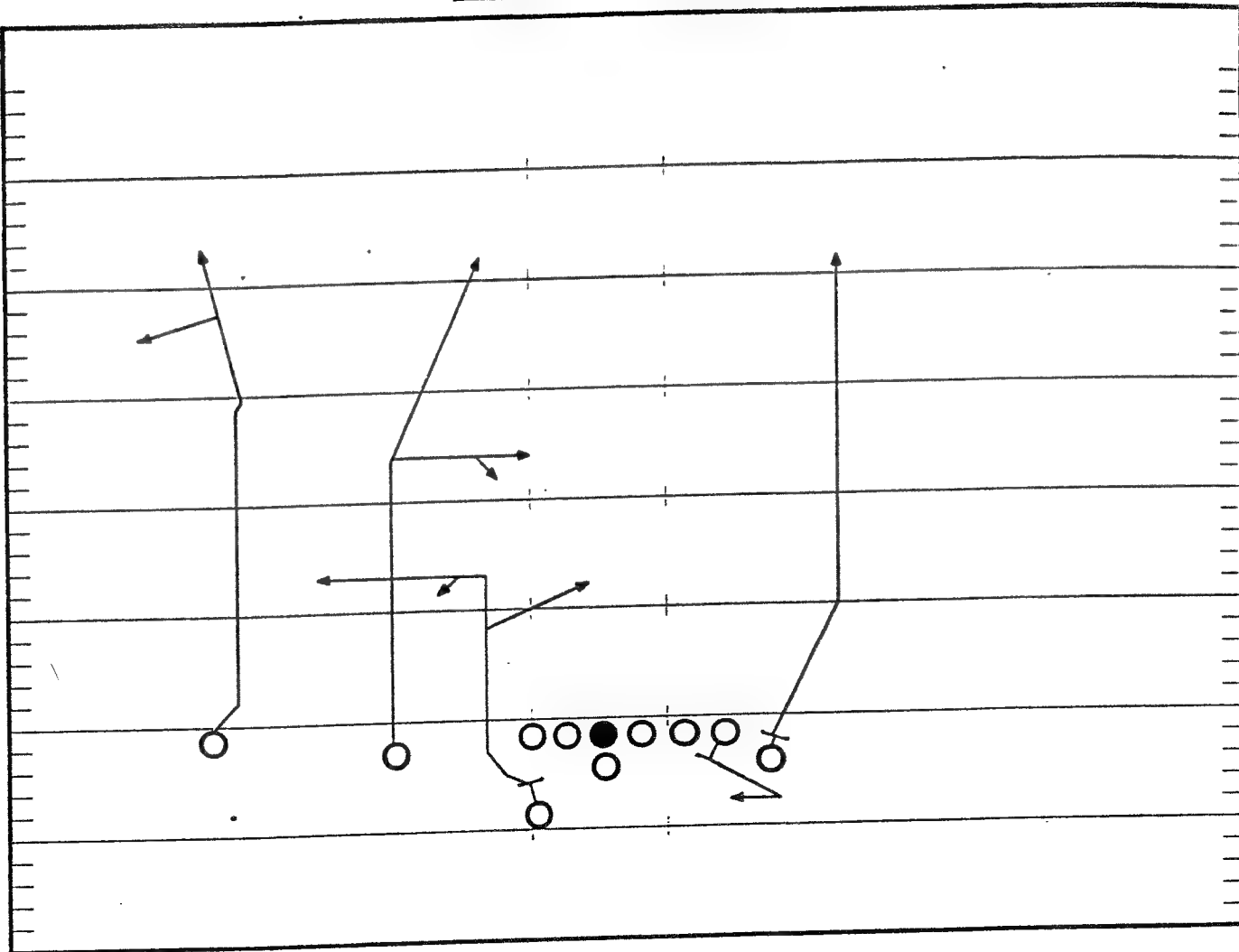
OL

PST- "C" gap, Man on (lock onto defender) maintain LOS
Uncovered- expand with shoulders parallel. assist P W/Y keep head on swivel. Maintain LOS.
Uncovered- (but 2 defenders outside) open hips on 1st step for sox or shield stunt, then get shoulders square as you block 2 from outside. maintain LOS.
PSG, C, OSG- playside gap, man on. (lock onto defender with playside leverage) maintain LOS
No defender after double shuffle, "water fall" behind your fellow lineman to the playside, scan 270°
OST- Playside gap man on (lock onto defender with playside leverage). Maintain LOS. No defender after double shuffle, water fall behind OSG. scan 270°. Check R's block hard.
C.P. 5 technique defender and OSG uncovered, set in B gap but be ready to handle 5 technique. Don't let him split C gap easily

OTTO LT 989 OVER



Z	9
X	9
Y	Check, Over
W	Check, 8 (3 way read)
R	Check, Sneak
QB	5 STEP DROP, BOSTON READ.
FORM &	

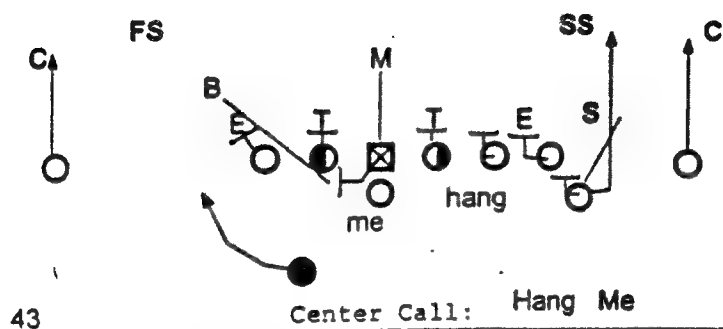
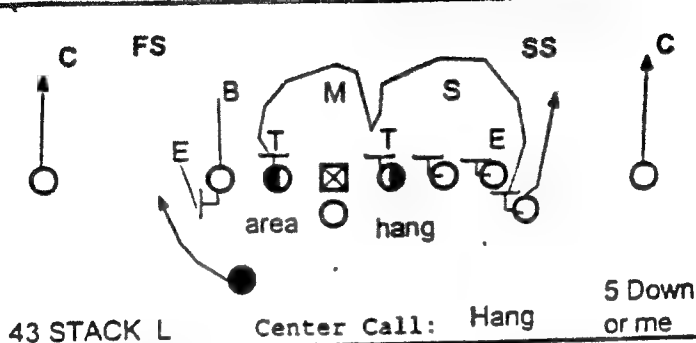


Z	8 (3 way read)
X	7
Y	Check, Robin
W	Check, 9
R	Check, Option
QB	5 STEP DROP, WEAKSIDE PROGRESSION READ.
FORM	

SCRAM PROTECTION

PLAY: SCRAM PROTECTION

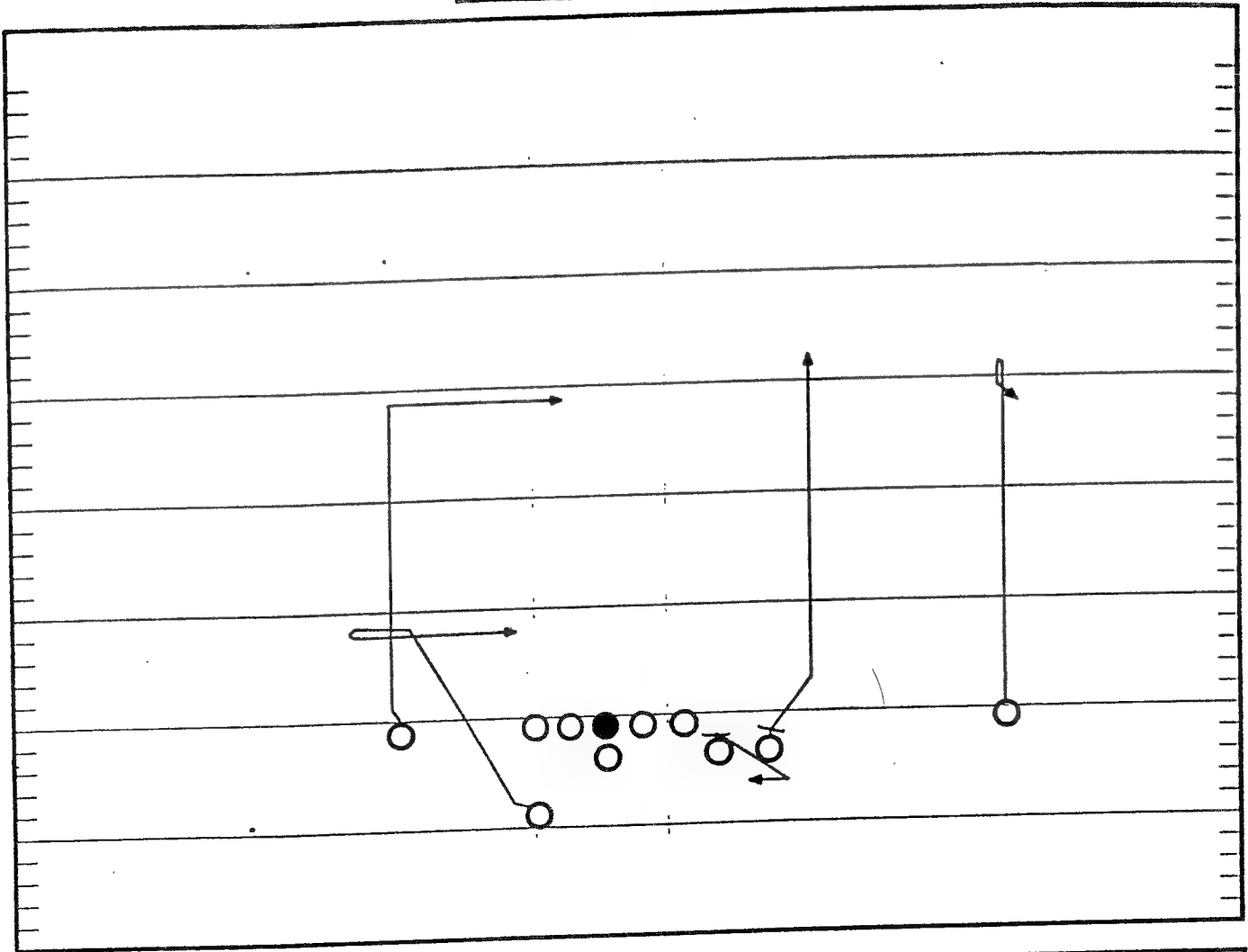
DESCRIPTION : 7 man protection
No break away from call and hot to call



POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Route
OWR	Route
QB	
R	Route Free Release
P W/Y	Same as Otto
R W/Y	Same as Otto
OL	<p>Offside guard and tackle - Same as Otto Center- make offside calls (same as Otto) -Make playside calls to identify who has double read.</p> <ol style="list-style-type: none"> Me- center double reads Redskin- 3 man slide because there is no threatening #4 man to require "me" call. (used with swoop call vs 4-2 front) 5 Down- used like it is in scat protection when #2 blitz is a threat to A gap. Playside tackle double reads. Hang- used like "man" in scat protection. Playside guard or tackle double reads.

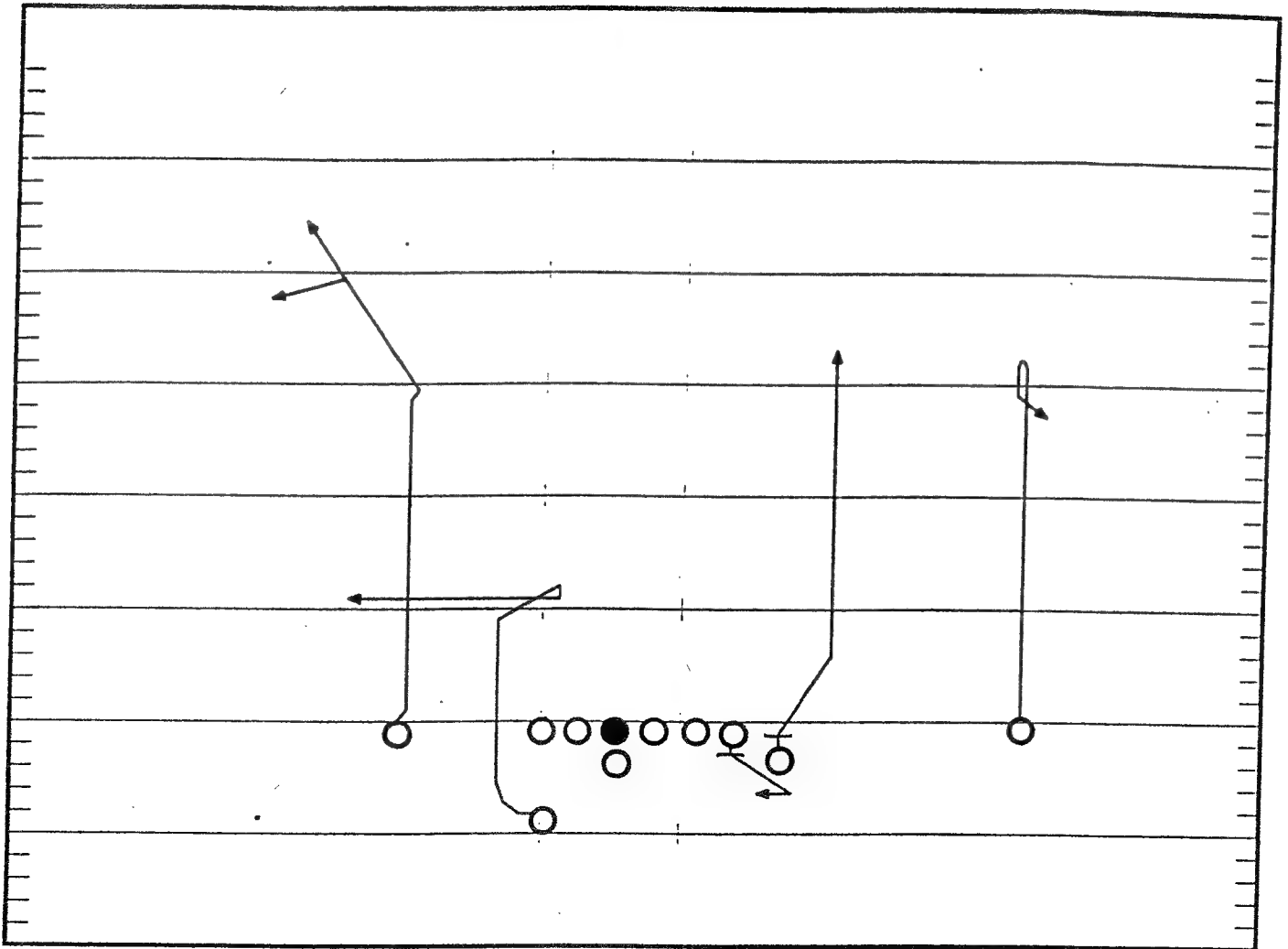
<p>UNDER KC center calls: Hang</p>	<p>OVER KC center calls: Hang</p>
<p>UNDER center calls: Hang</p>	<p>OVER STACK center calls: Swoop</p>
<p>46 (over or under) center calls: Swoop</p>	<p>DBL SINK (over or under) center calls: Hang</p>
<p>4-3 BOSS 2 DEEP center calls: Swoop Redskin</p>	<p>4-3 BOW 2 DEEP center calls: Swoop Me</p>
<p>4-3 BOSS 1 DEEP center calls: Swoop Redskin</p>	<p>4-3 BOW 1 DEEP center calls: Swoop Me</p>
<p>NICKEL 4-2 2 DEEP center calls: Swoop Redskin</p>	<p>NICKEL 4-2 1 DEEP center calls: Swoop Me</p>

SCRAM LT 6 R DELAY



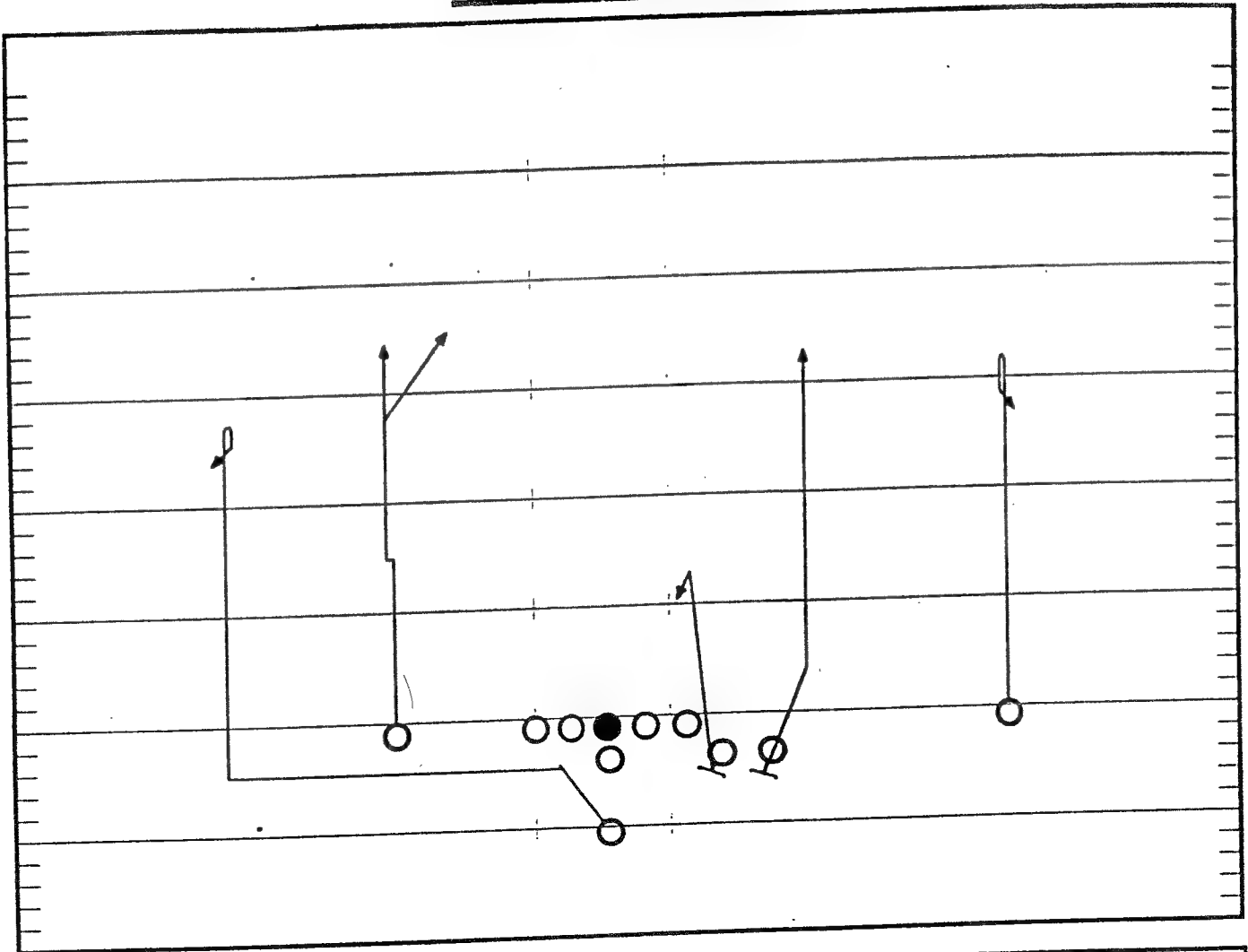
Z	5
X	6 (Break-off)
Y	Check, Robin
W	Check, 9
R	Delay, (Hot)
QB	5 STEP DROP, WEAKE SIDE READ
FORM	
&	3/1 Brown Trine Brown Trev. Zm. Brown Trey

SCRAM LT 7 R HIDE



Z	5
X	7 (Break-off)
Y	Check, Robin
W	Check, 9
R	Hide, (Hot)
QB	5 STEP DROP, WEAKSIDE READ
FORM &	

SCRAM LT. BOSTON



Z	5
X	Seam 9 Read, (Hot(Break-off)
Y	Check, Check Down
W	Check, 9
R	5
QB	5 STEP DROP, BOSTON READ
FORM	

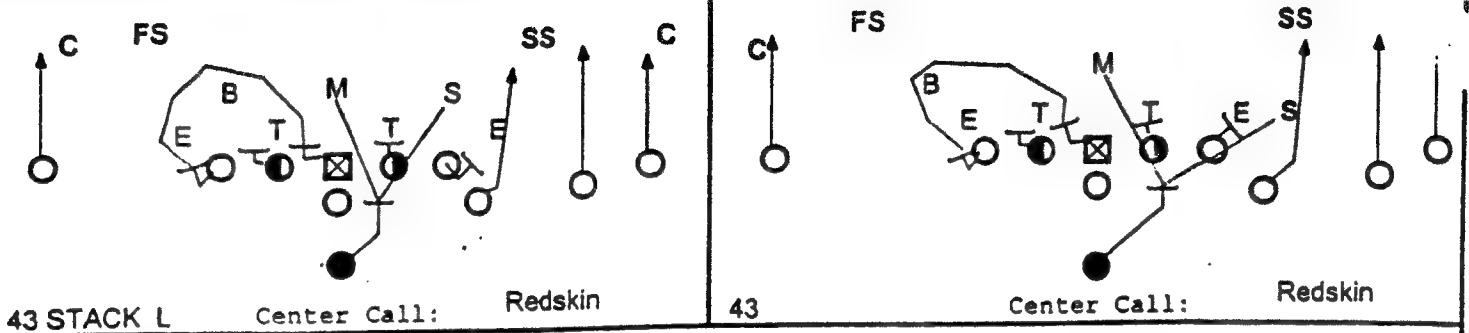
CUBS PROTECTION

CUBS PROTECTION

<p>C FS C</p> <p>UNDER KC center calls: Viking</p>	<p>C FS C</p> <p>OVER KC center calls: Viking</p>
<p>C FS C</p> <p>UNDER center calls: Viking</p>	<p>C FS C</p> <p>OVER STACK center calls: Phillie</p>
<p>C FS C</p> <p>46 (over or under) center calls: Phillie</p>	<p>C FS C</p> <p>DBL SINK (over or under) center calls: Phillie</p>
<p>C FS C</p> <p>4-3 BOSS 2 DEEP center calls: Redskin</p>	<p>C FS C</p> <p>OVERSTACK BOSS center calls: Redskin</p>
<p>C FS C</p> <p>4-3 BOSS 1 DEEP center calls: Redskin</p>	<p>C FS C</p> <p>4-3 BOW 1 DEEP center calls: Me</p>
<p>C FS C</p> <p>NICKEL 4-2 center calls: Me</p>	<p>C FS C</p> <p>NICKEL 4-2 center calls: Me</p>

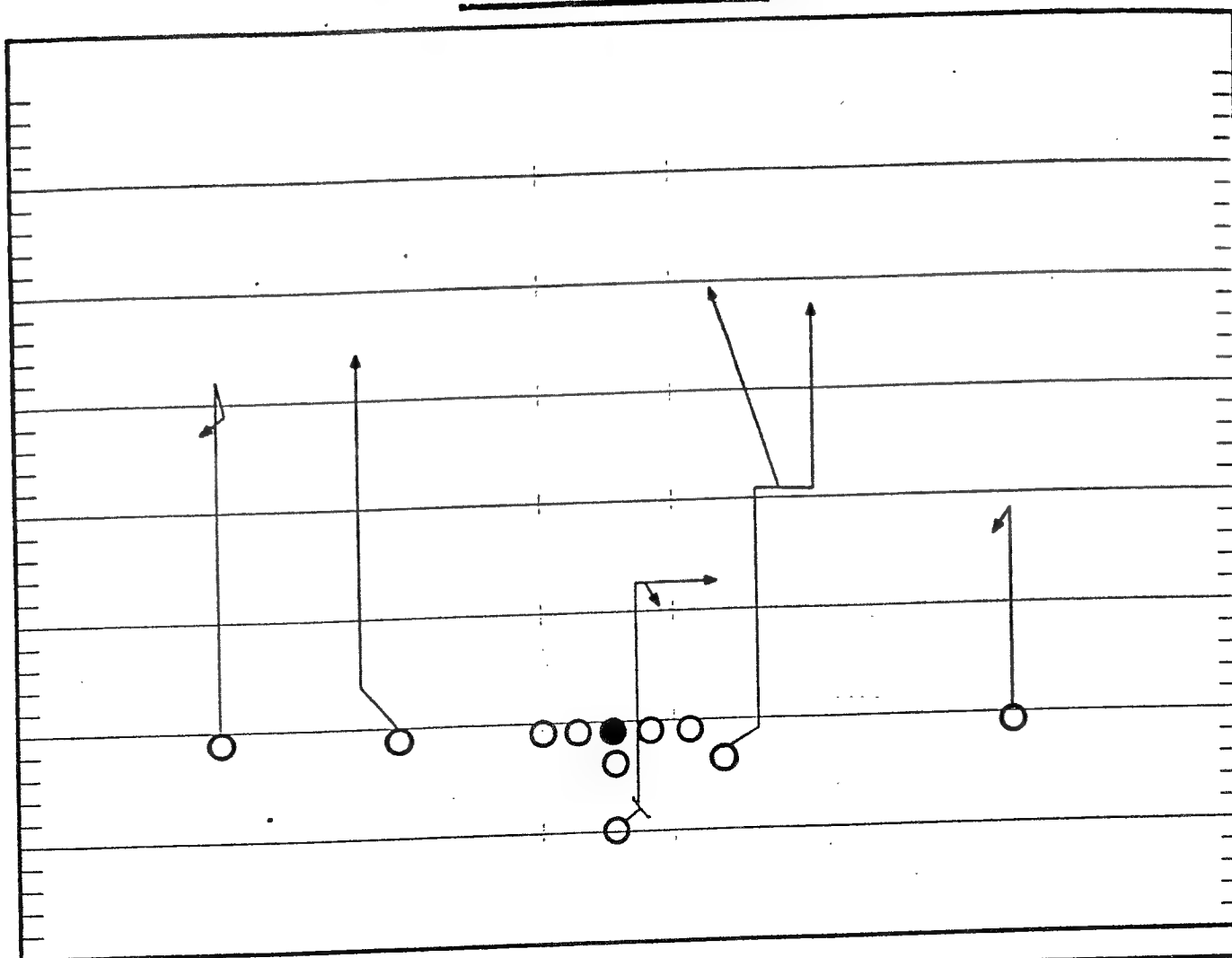
PLAY: CUBS PROTECTION

DESCRIPTION : 6 man protection
Breakoff away from call. Hot to call.



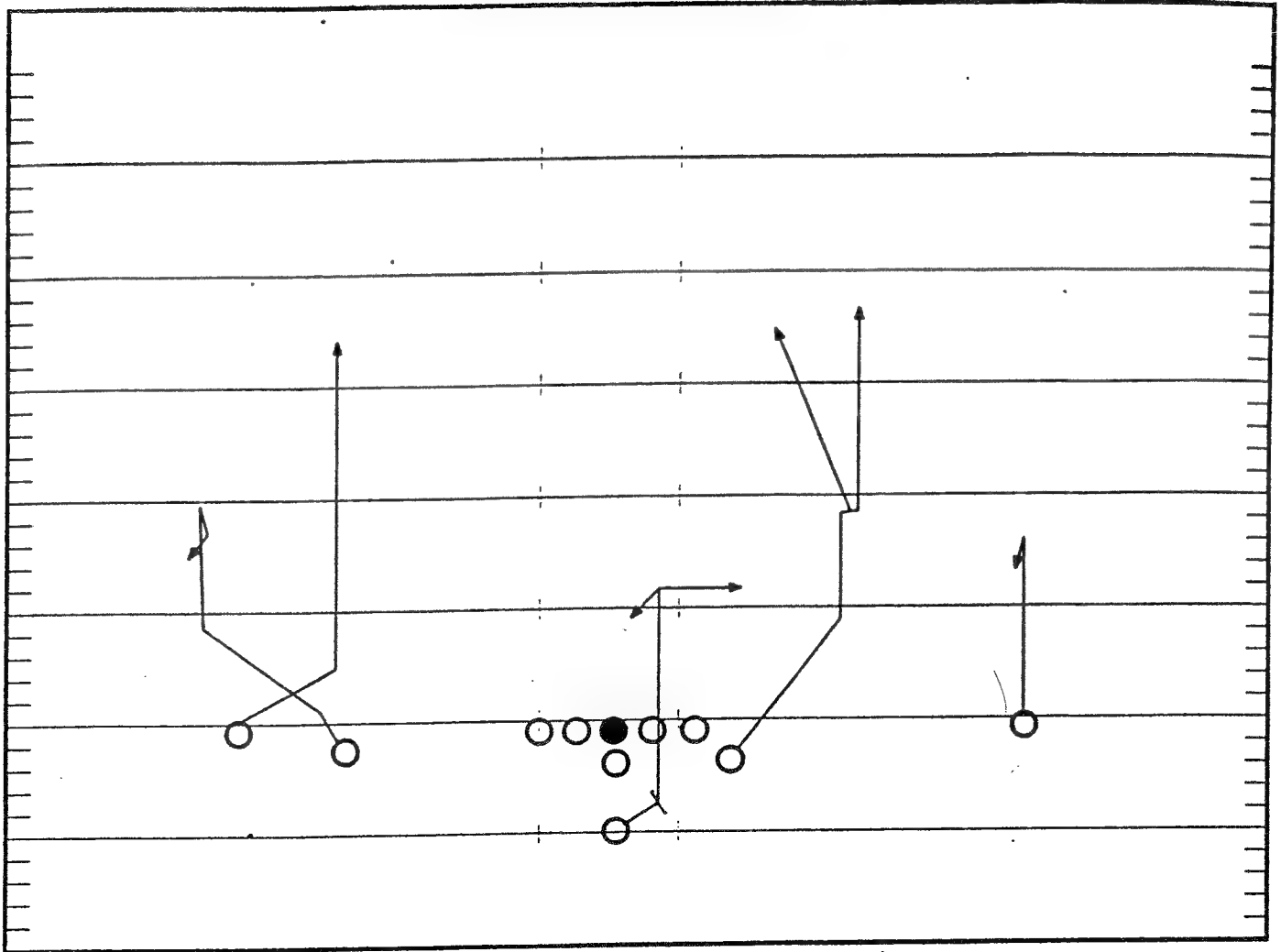
POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Route
OWR	Route
QB	
R	You have double read from "P" position to playside. scan and release on assigned route. Vs. double sink, 46 and overstack defense, you have 2 defenders outside. Playside tackle down block (including a defensive end).
P W/Y	Route
R W/Y	Route
OL	Playside tackle, Playside guard- Man protection. CP Phillie call- slide protect inside gaps. Center calls- Redskin- 3 man slide when center is uncovered. Viking- 4 man slide when playside guard is uncovered. Phillie- 5 man slide vs. double sink, 46, and overstack defense. Me call- vs even defense 4 weak, center dual reads 2 weak

CUBS RT. BOSTON



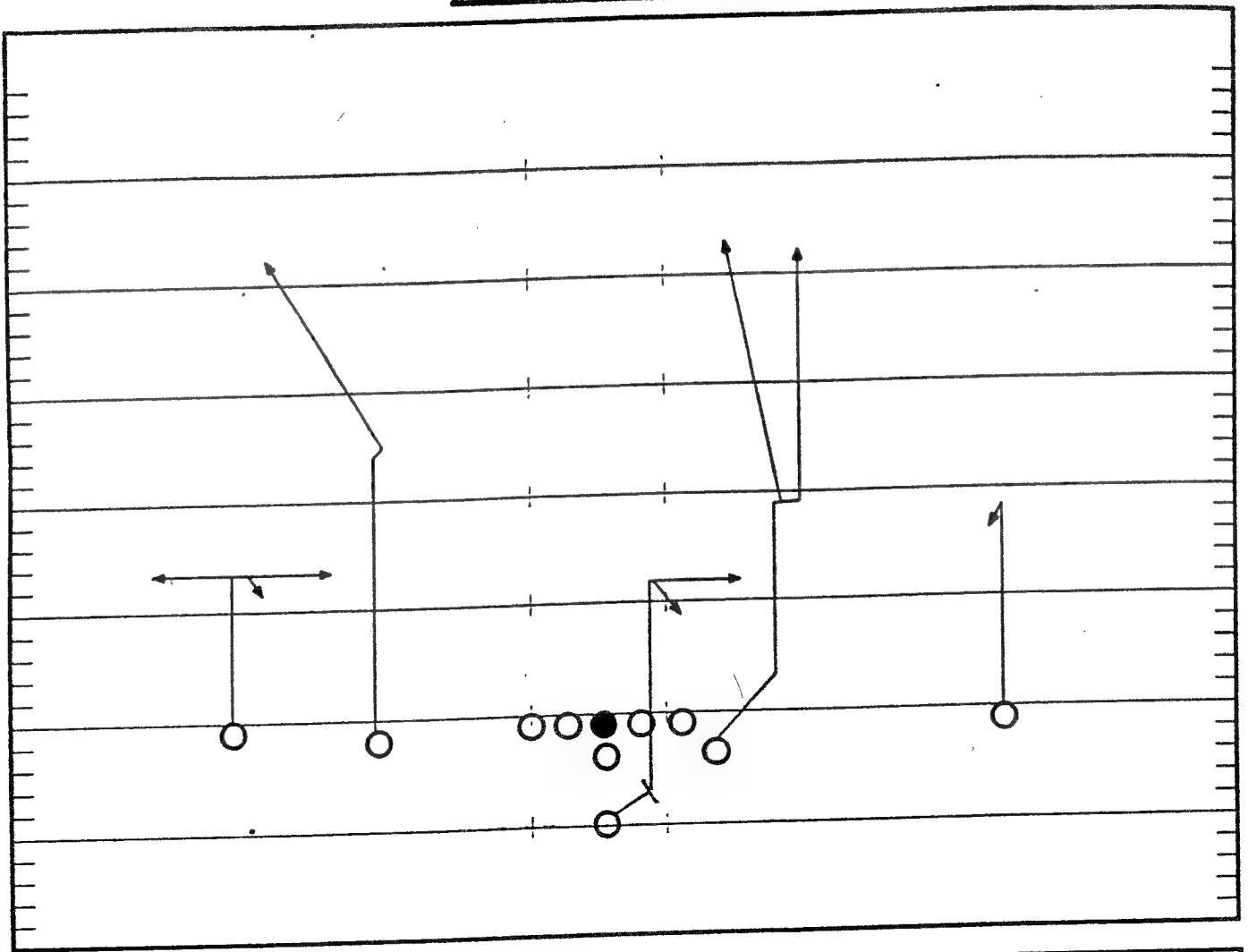
Z	1 (Hot)
X	5 (Break-off)
Y	9, Seam Read
W	9 (Break-off)
R	Check, Check Down
QB	5 STEP DROP, BOSTON READ
FORM	

CUBS RT. BOSTON/SWITCH



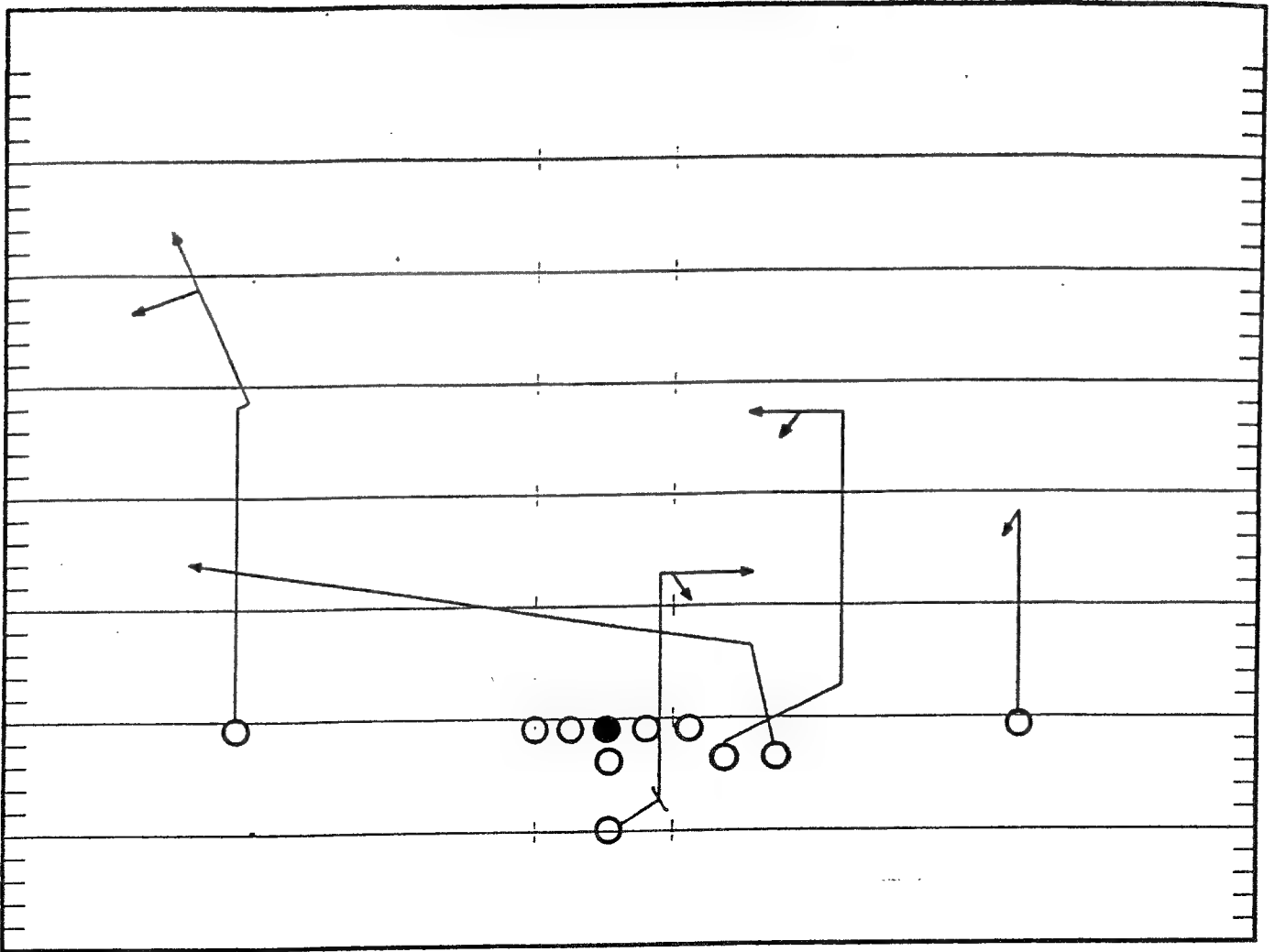
Z	1 (Hot)
X	Seam 9 (Break-off)
Y	9, Seam Read
W	5 (Break-off)
R	Check, Check Down
QB	5 STEP DROP, BOSTON READ
FORM &	

CUBS RT. BOSTON/SMASH



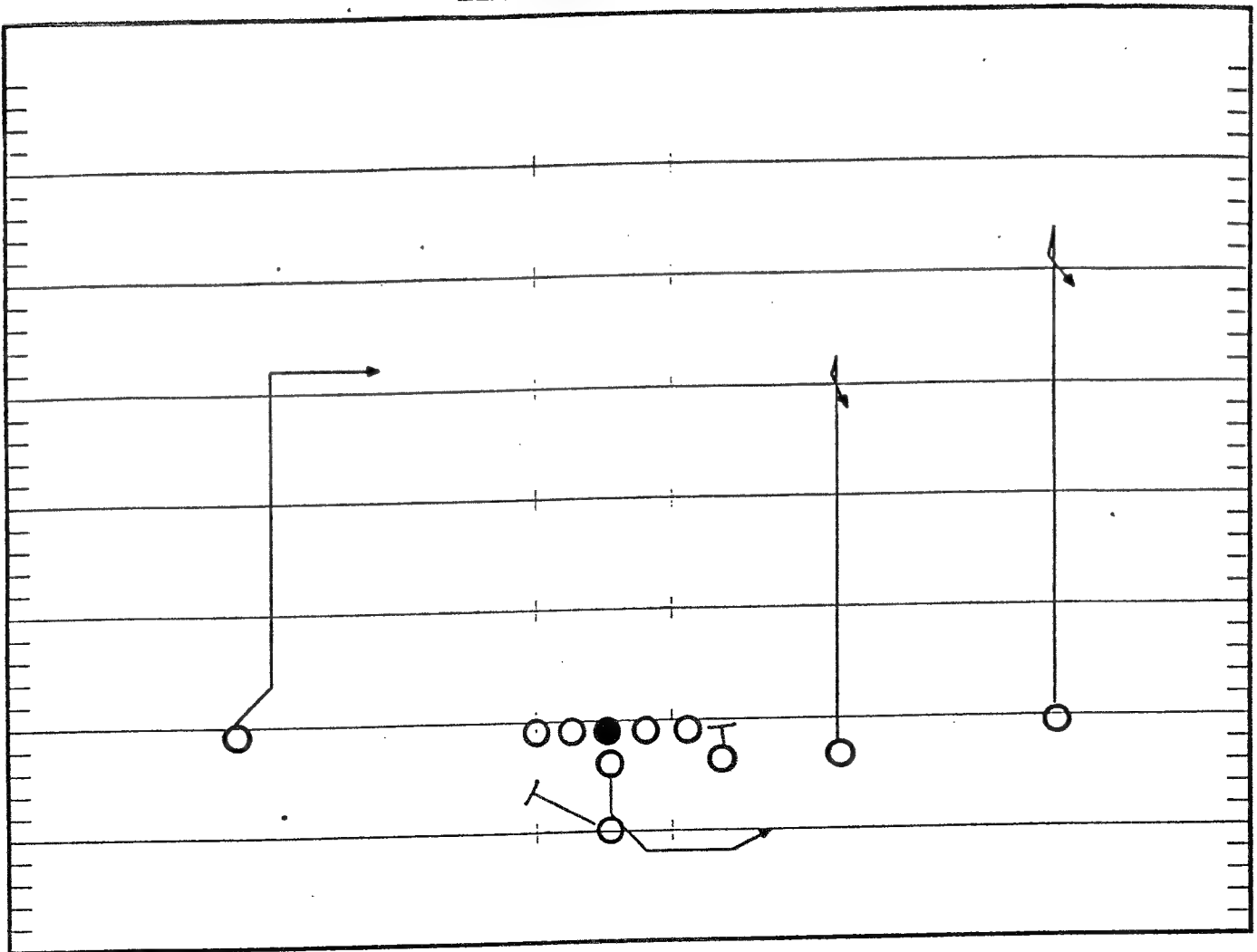
Z	1 (Hot)
X	Smash (Break-off)
Y	9, Seam Read
W	7 (Break-off)
R	Check, Check Down
QB	5 STEP DROP, BOSTON READ
FORM &	

CUBS RT. WING UNDER



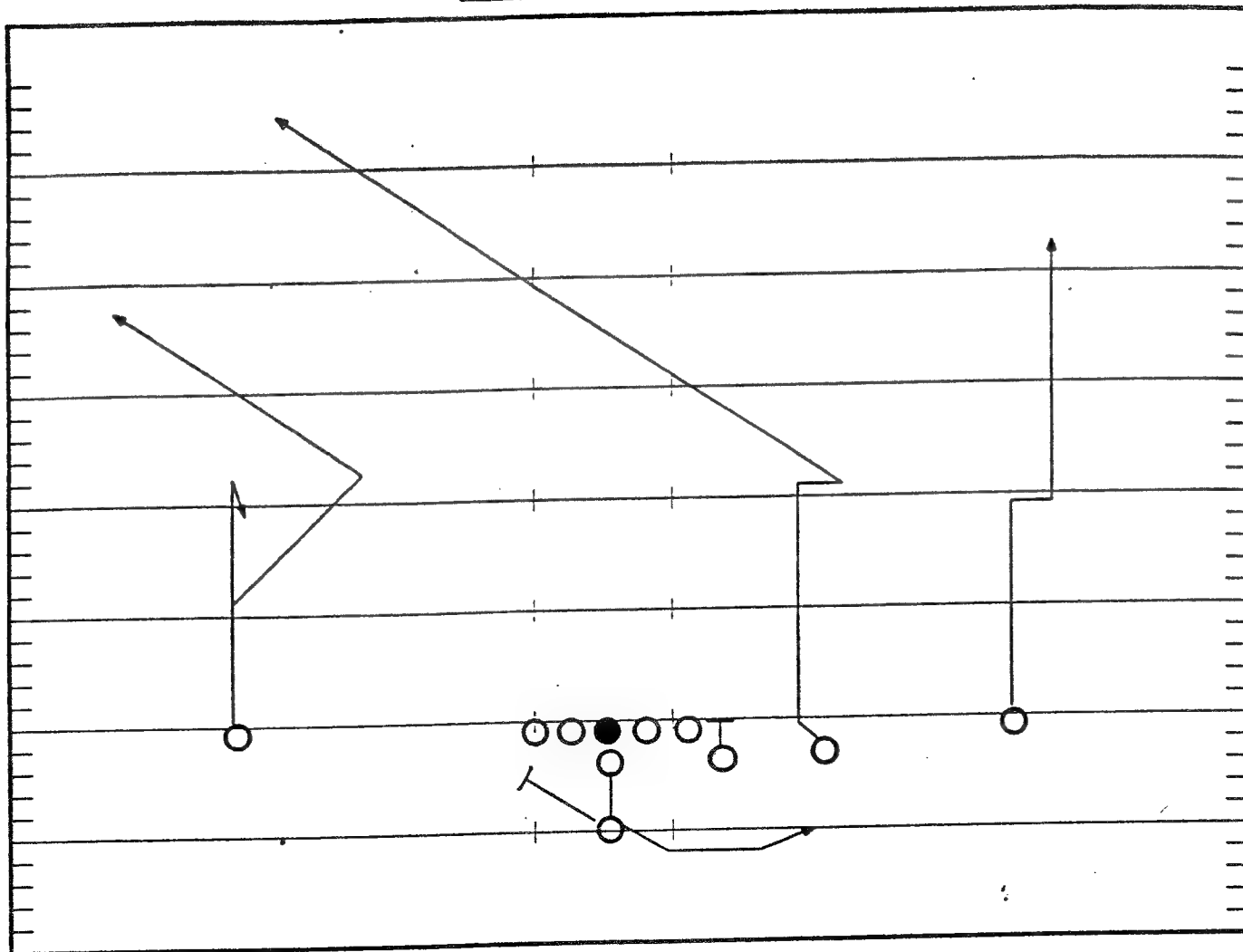
Z	1 (Hot)
X	7 (Break-off)
Y	Middle (4 or 6)
W	2
R	Check, Check Down
QB	5 STEP DROP, UNDER READ. E-R-L.
FORM &	

SPEED RT



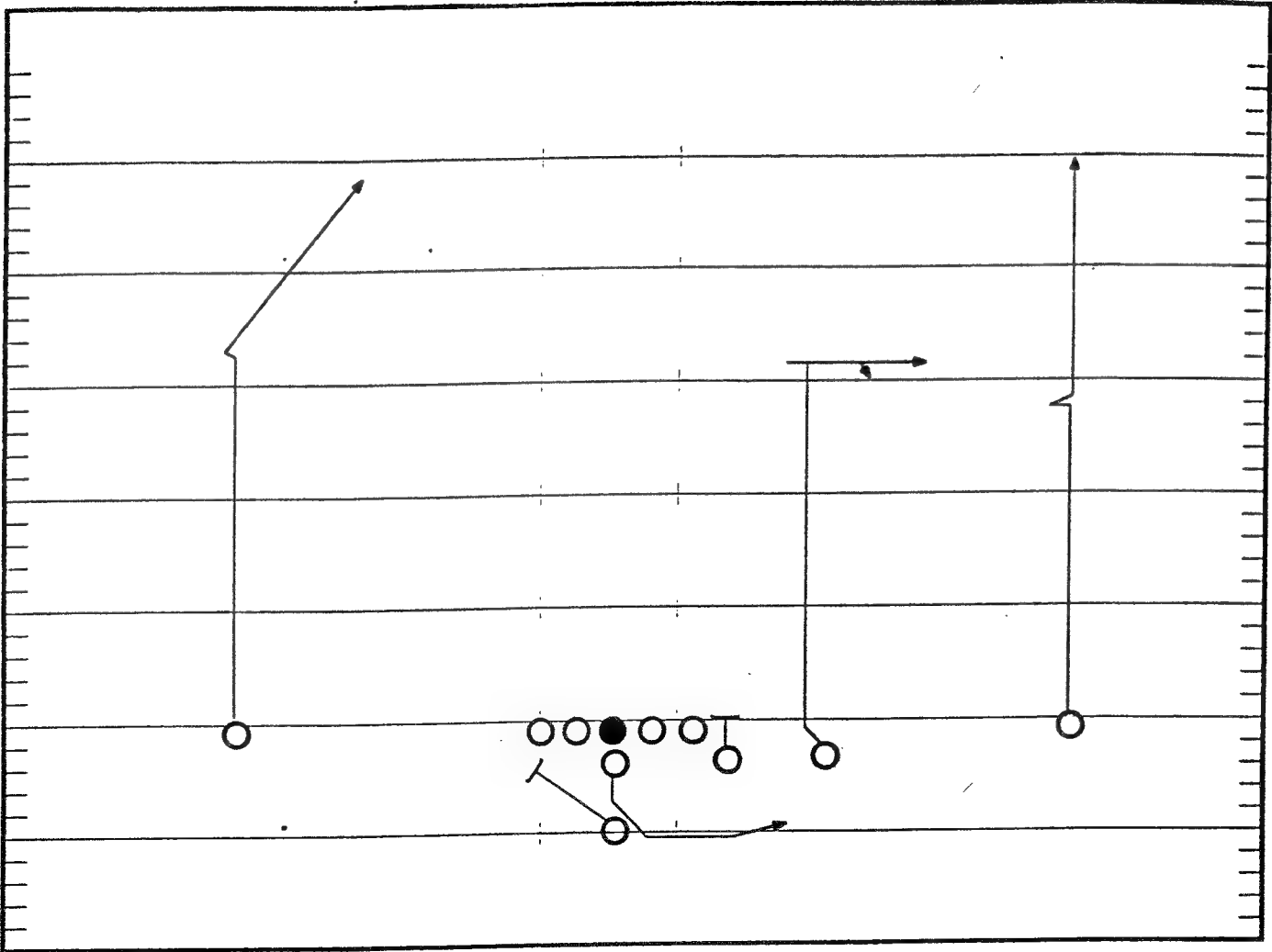
Z	5 (Lock)
X	6
Y	On the move, block EMOL to outside blitz or scraper. Stay square.
W	5, Must work inside #2 defender, then straight down stem.
R	Set on outside hip of OT. Work in tandem with OT. Responsible for 1st man outside OT block.
QB	3 step drop & roll. Pull up if possible. (9 yds) Read strong flat: Z/W Don't give up on Z vs press.
FORM	Fly to Train. Train Fake Lead.

of research in the field of human factors and ergonomics, and the results of this research are used to improve the design of products and systems. The research is conducted in a laboratory setting, and the results are used to improve the design of products and systems. The research is conducted in a laboratory setting, and the results are used to improve the design of products and systems.



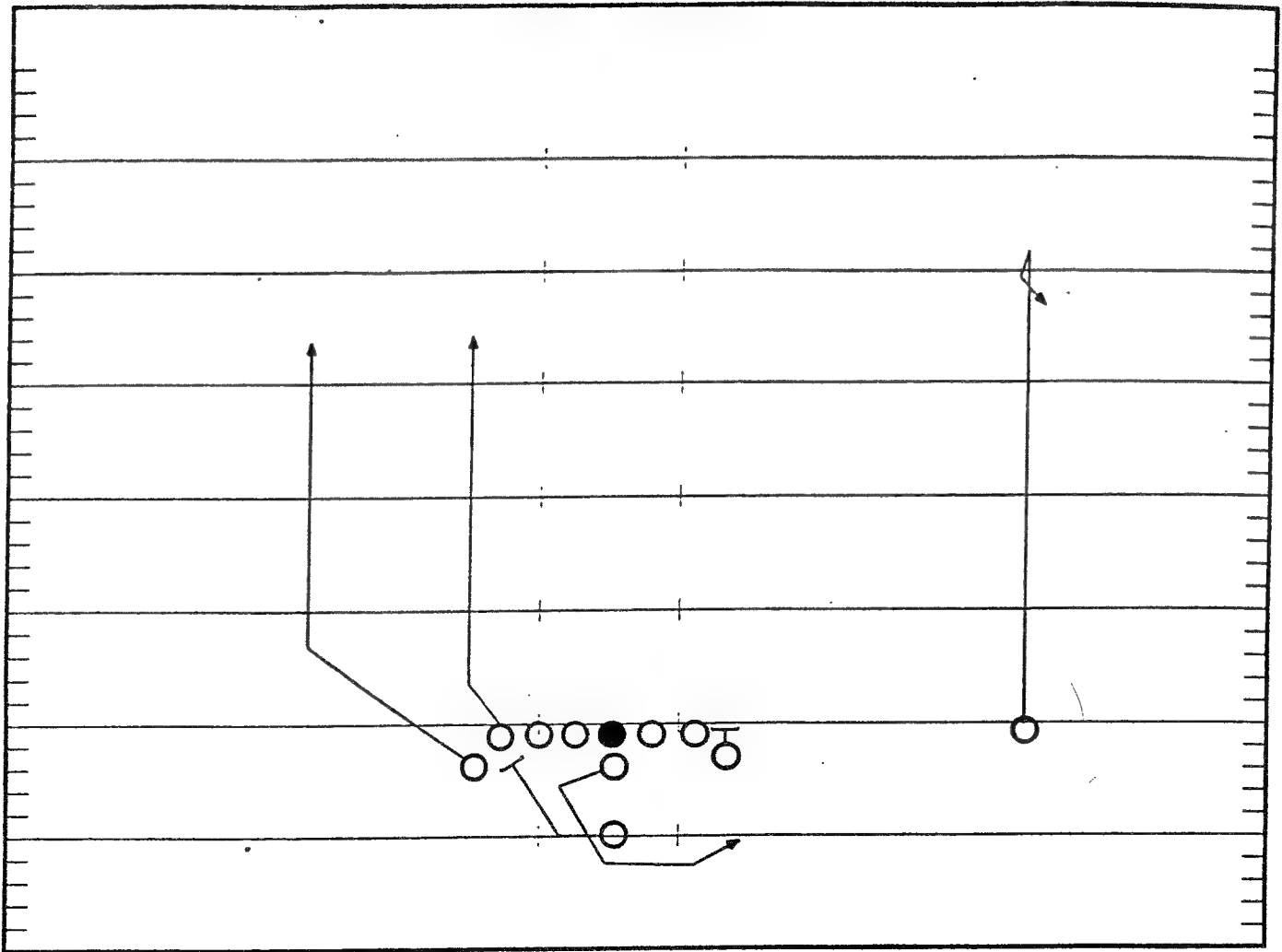
Z	Pump
X	Hitch / Lazy 7
Y	On the move, block EMOL to outside blitzer or scraper. Stay square.
W	Pump, aim at far flag. ...
R	Set on outside hip of OT. Work in tandem with OT. Responsible for 1st man outside OT block.
QB	3 step drop + 5 steps over to depth of 9 yds. Progression: Z/W. Anticipate! Not good vs 2 deep.
FORM &	

SPEED BOMB



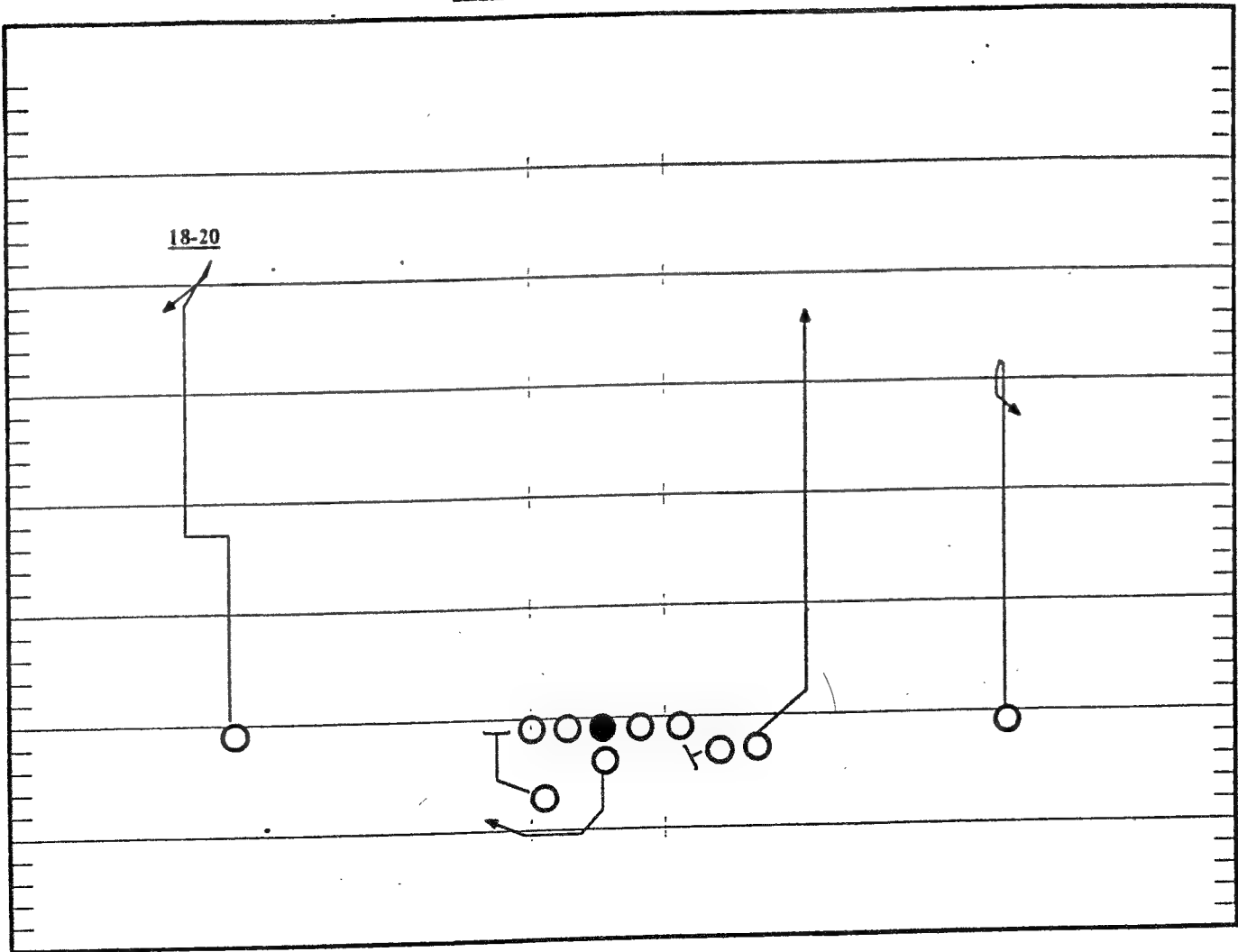
Z	9, must outside release vs roll.
X	8
Y	On the move, block EMOL to outside blitzer or scraper. Stay square.
W	14 Yd 3 (Read Coverage)
R	Set on outside outside hip of OT. Work in tandem with OT. Responsible for 1st man outside OT block.
QB	3 step drop + 5 steps over to a depth of 9 yds. Z vs press, W vs 2 deep shell, X vs 3 deep shell Look off WS strong.
FORM	

FAKE 35 SPEED RT



Z	Stop
X	9, Seam
Y	Speed Pro
W	9
R	Fake 35, Speed Set and Pro
QB	Fake 35 Zone, Speed Course Made for 2 Robber, No 2 Robber Read Middle
FORM &	2/2 3 T's-Trine Tight I iz

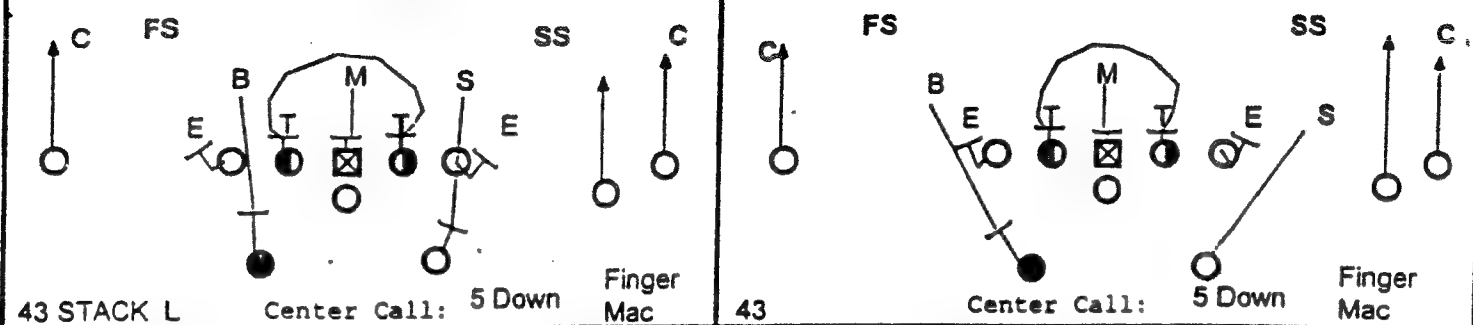
SPRINT LT SQUIRREL



Z	5 (Lock)
X	Squirrel (Lock)
Y	Zone with OT, most dangerous rusher outside of tackle
W	9 Seam
R	Sprint pro.
QB	3 Step Drop & Roll. Pull up if possible. (9 yds) Think X vs. anything but Weak Roll Coverage Weak Roll Backside 95.
FORM	
&	

PLAY: BASE PROTECTION

DESCRIPTION : 7 man protection
break off weak

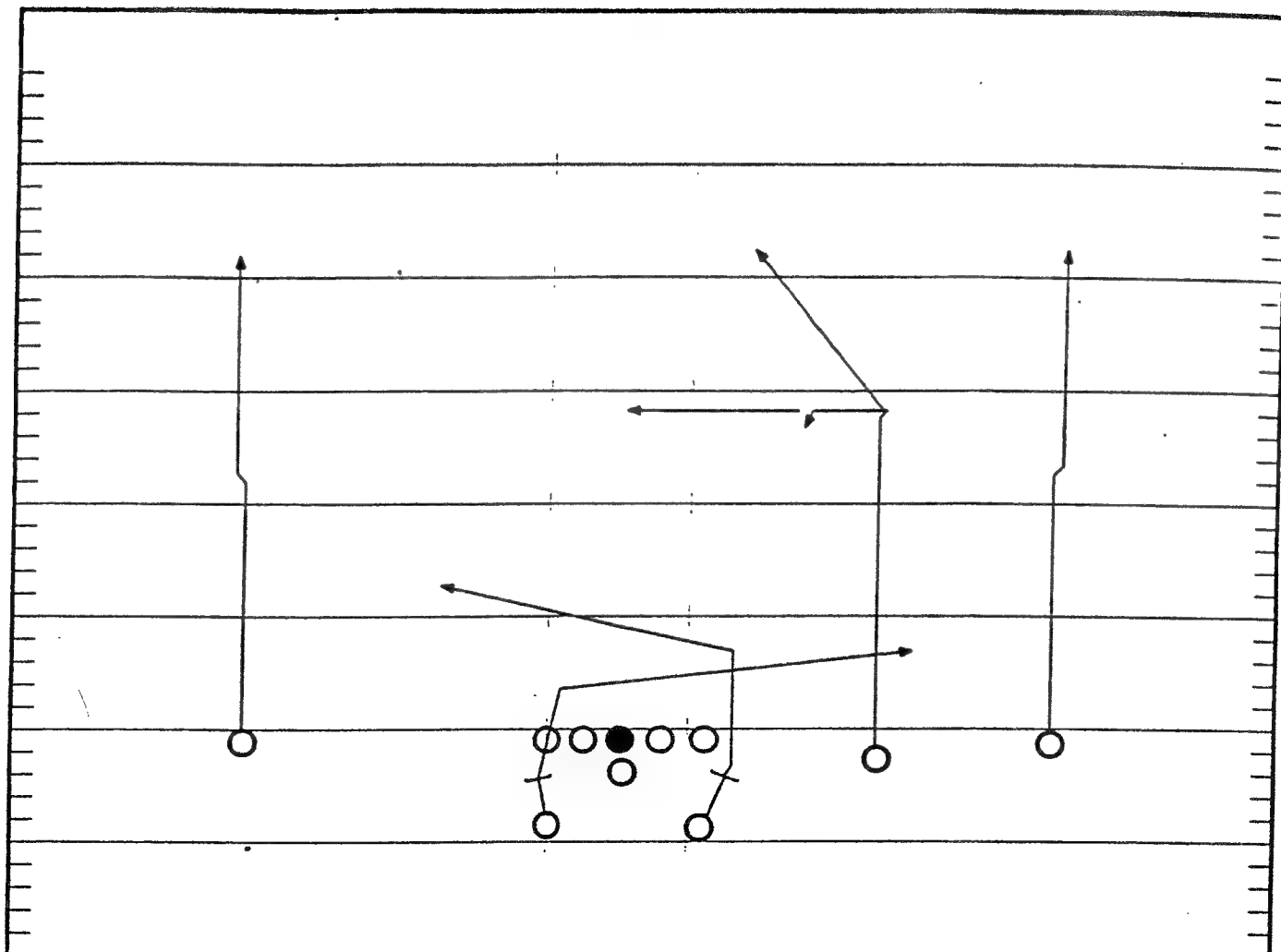


POSITION	ASSIGNMENTS AND COACHING POINTS
PWR	Route
OWR	Route
QB	
R	Center points out inside blitzer that line is taking. You take next blitz or blitzers to offside. (same as scat)
P W/Y	Route
R W/Y	Center points out inside blitzer that line is taking. You have next blitz or blitzers to playside CP if playside guard is covered, and your blitz gets in playside A gap, playside guard will block down. You take DT on guard.
OL	<p>Center makes calls which tell line who Mac is and the correct blocking pattern. He points to Mac for R and R W/Y.</p> <p>5 down call- Center and guards are covered or have a LB and 2 tackles in the guard box ("P" area)</p> <p>Center and guards use zone technique to pick up those 3 rushers.</p> <p>Ray/Lou- Center and call guard zone A LB and DT.</p> <p>Redskin- Center, guard and tackle slide protect.</p> <p>Redskin inside- Center, guard and tackle slide protect DT, DE and inside of 2 blitzers.</p>

BASE PROTECTION

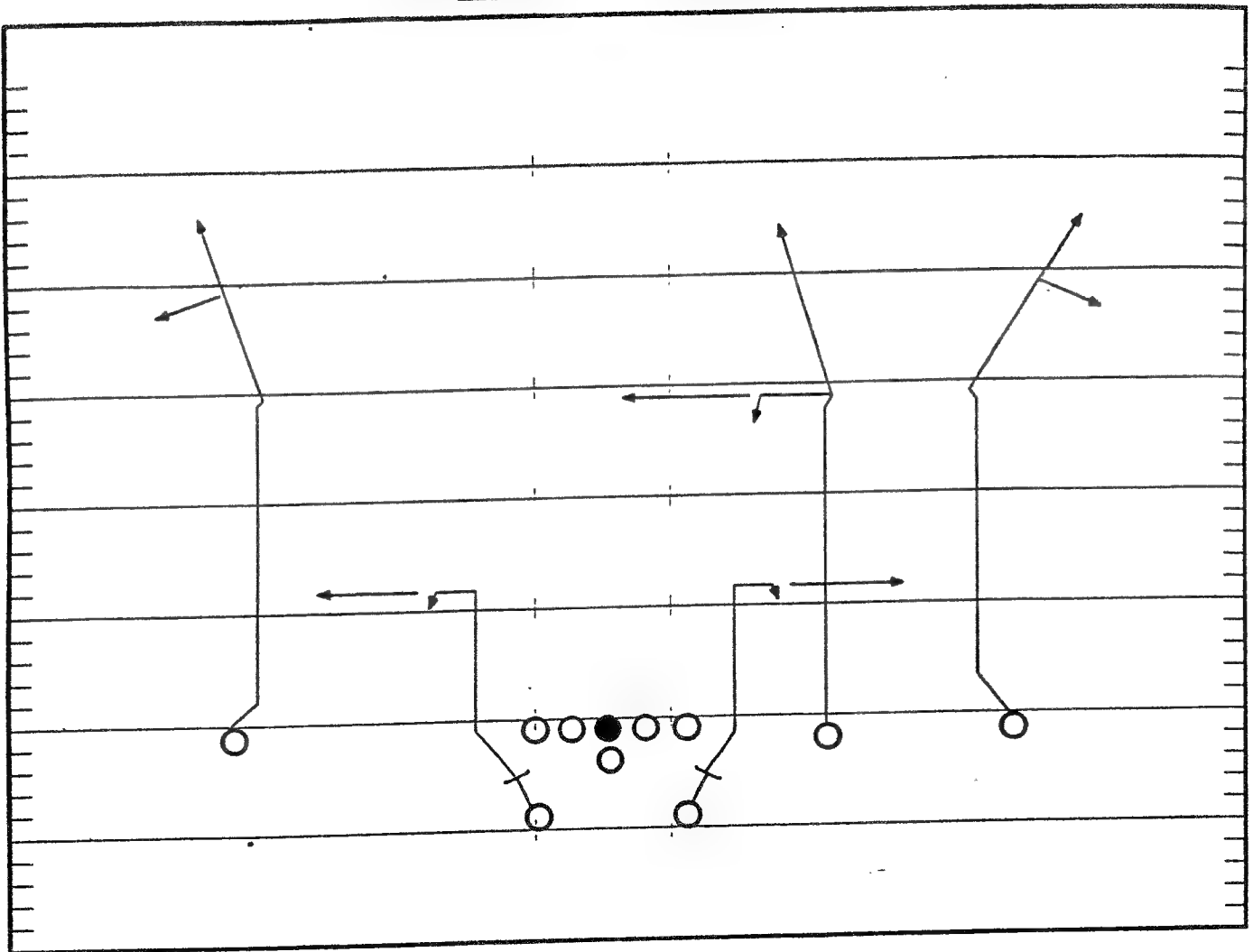
<p>C FS SS C</p> <p>UNDER KC center calls: Ray Finger Mac</p>	<p>C FS SS C</p> <p>OVER KC center calls: Lou Finger Mac</p>
<p>C FS SS C</p> <p>UNDER center calls: Ray Finger Mac</p>	<p>C FS SS C</p> <p>OVER STACK center calls: Lou Finger Mac</p>
<p>C FS SS C</p> <p>46 (over or under) center calls: 5 Down Finger Mac</p>	<p>C FS SS C</p> <p>DBL SINK (over or under) center calls: 5 Down Finger Mac</p>
<p>C FS SS C</p> <p>4-3 BOSS 2 DEEP center calls: Ray Finger Mac</p>	<p>C FS SS C</p> <p>4-3 BOW 2 DEEP center calls: 5 Down Finger Mac</p>
<p>C FS SS C</p> <p>4-3 BOSS 1 DEEP center calls: Redskin inside Mac Finger Mac</p>	<p>C FS SS C</p> <p>4-3 BOW 1 DEEP center calls: Redskin inside Mac Finger Mac</p>
<p>C FS SS C</p> <p>NICKEL 4-2 center calls: Redskin inside Finger Mac</p>	<p>C FS SS C</p> <p>NICKEL 4-2 1 DEEP center calls: Redskin inside Finger Mac</p>

BASE RT 989 OVER



Z	9
X	9 (Break-off)
Y	Check, 2
W	8 (3 Way Read)
R	Check, Sneak
QB	5 STEP DROP, FULL FIELD READ
FORM & 12	3/1 2/2 Split. Fly Split. Split Fake Leap

BASE RT 787 WIDE



Z	7
X	7 (Break-off)
Y	Check, Read
W	8 (3 Way Read)
R	Check, Read
QB	5 STEP DROP, FULL FIELD READ
FORM &	3/1 2/2 Split, Flv Split, Split Fake Leap

PLAY ACTION 3 MAN PATTERNS

300 PROTECTION IS TIED TO 3 MAN COMBOS OR SINGLE RECEIVER ROUTES WITH BACKSIDE STANDARD. SOME OF THESE THREE MAN COMBOS ARE:

EXXON

ZORRO

CRISS CROSS

787

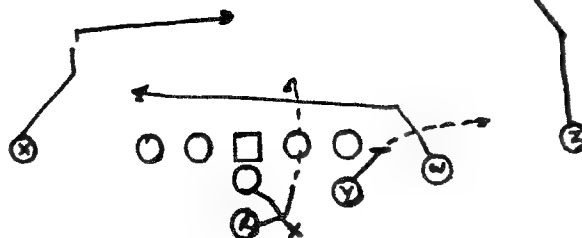
985

695

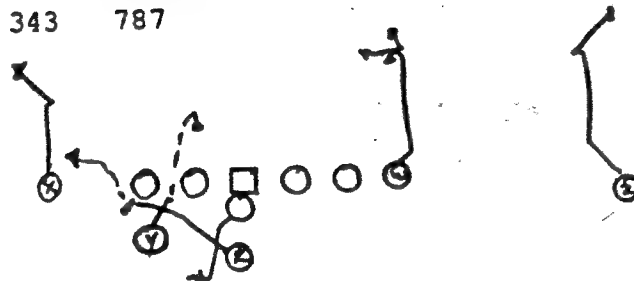
THE CHECK DOWNS ARE RELATED TO THE AREA OF BLOCKING RESPONSIBILITY.

INSIDE CHECK DOWN
OUTSIDE CHECK FLAT

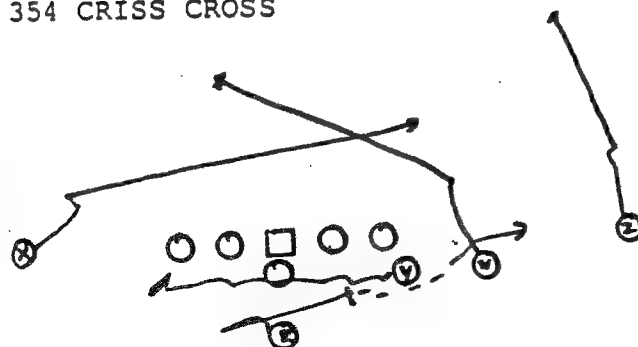
EXAMPLE 322 EXXON



EXAMPLE 343 787

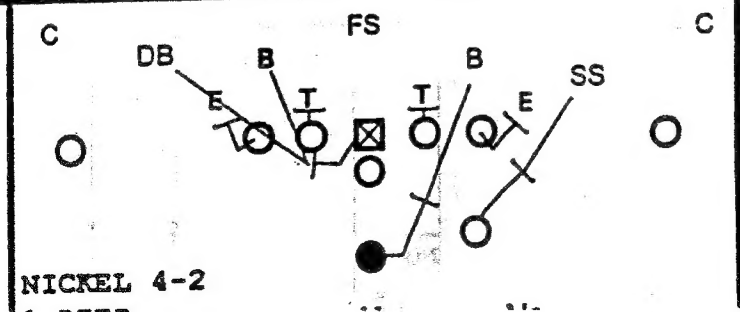
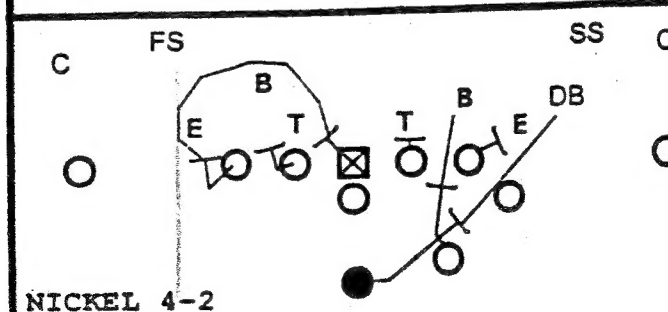
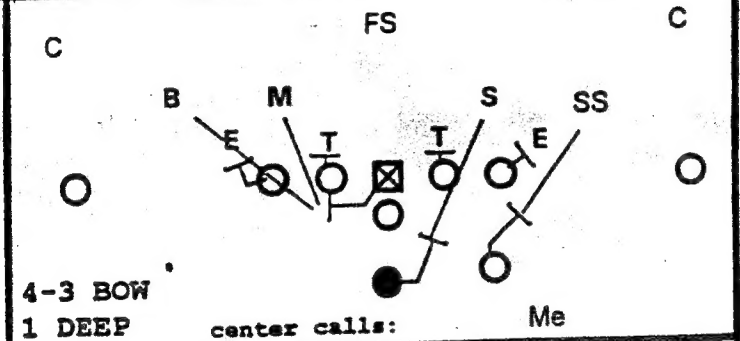
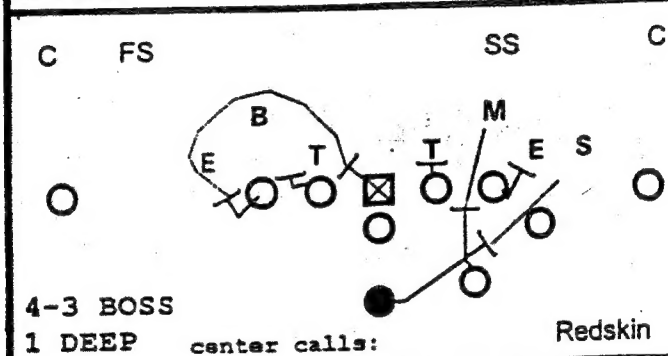
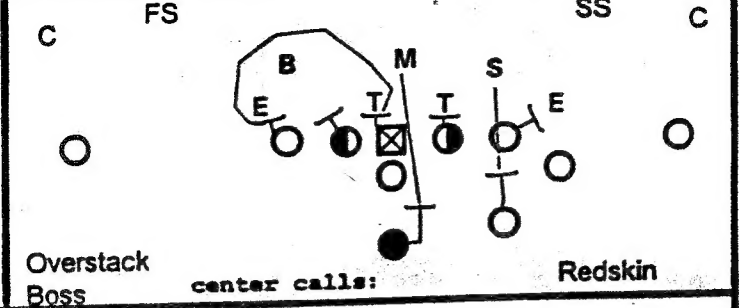
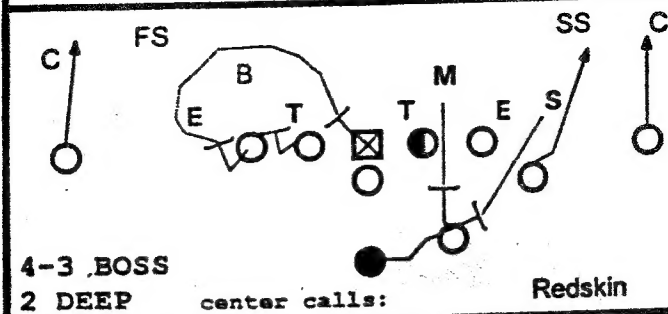
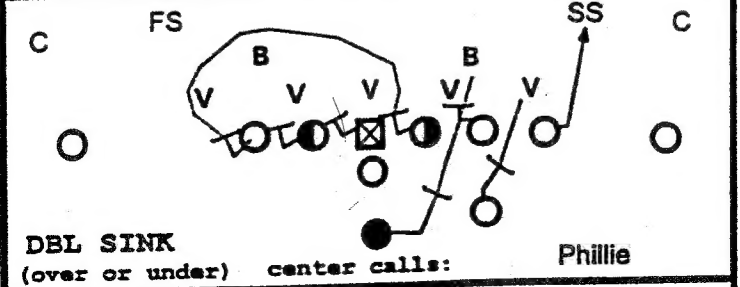
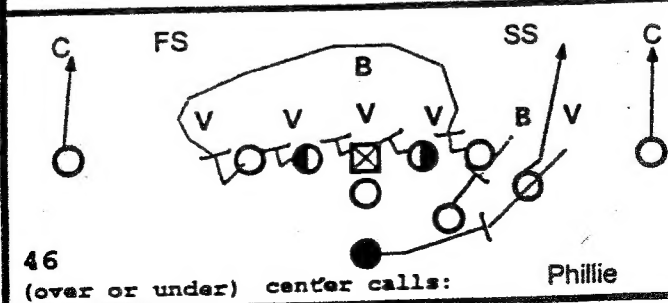
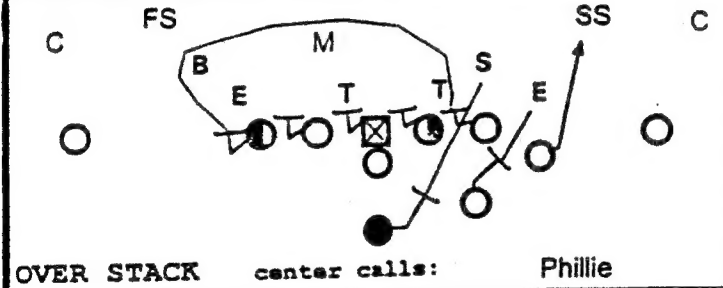
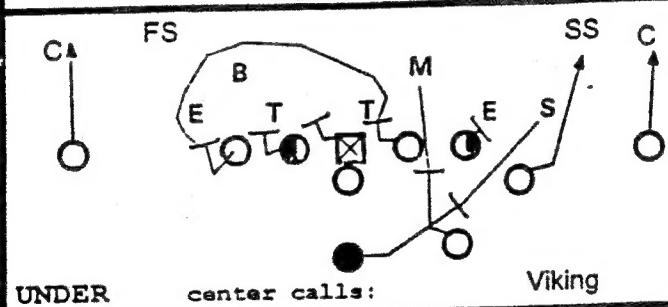
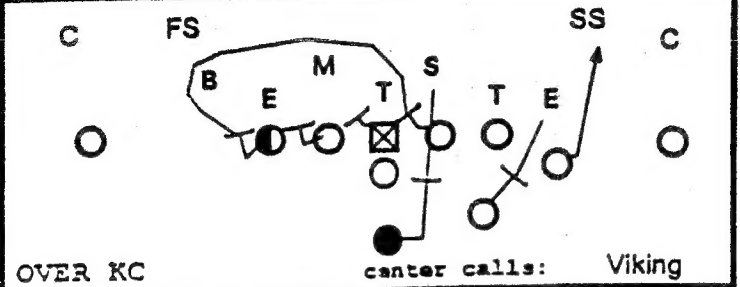
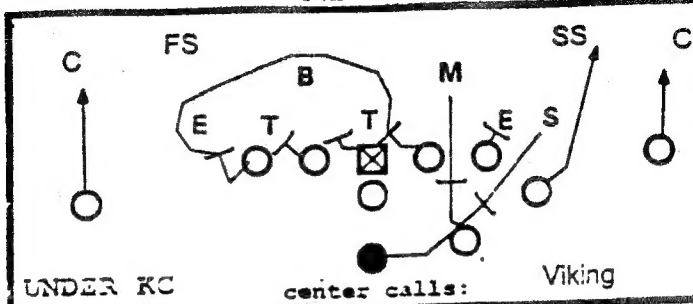


EXAMPLE 354 CRISS CROSS

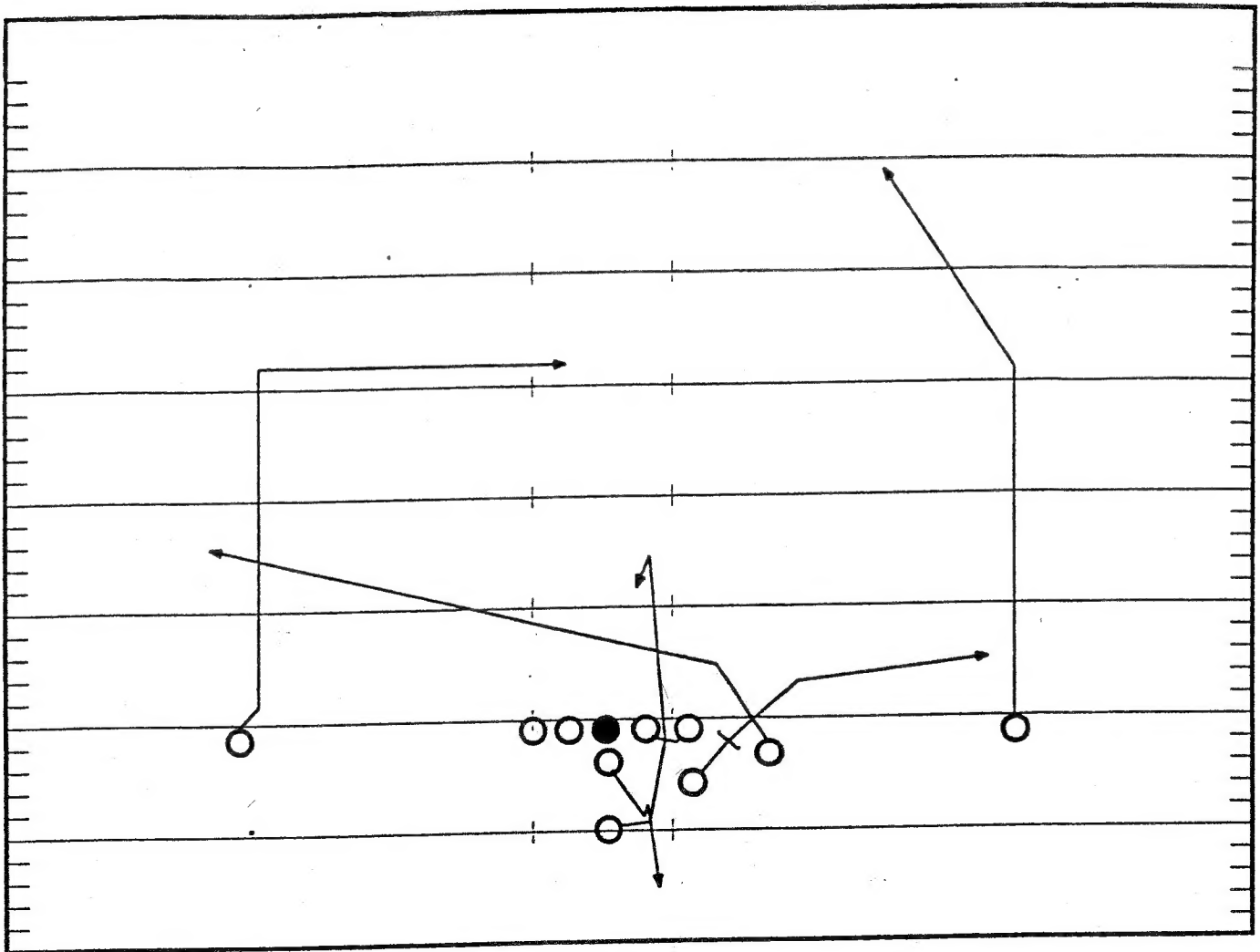


322 - 323 PROTECTION

(ALSO 342 - 343)

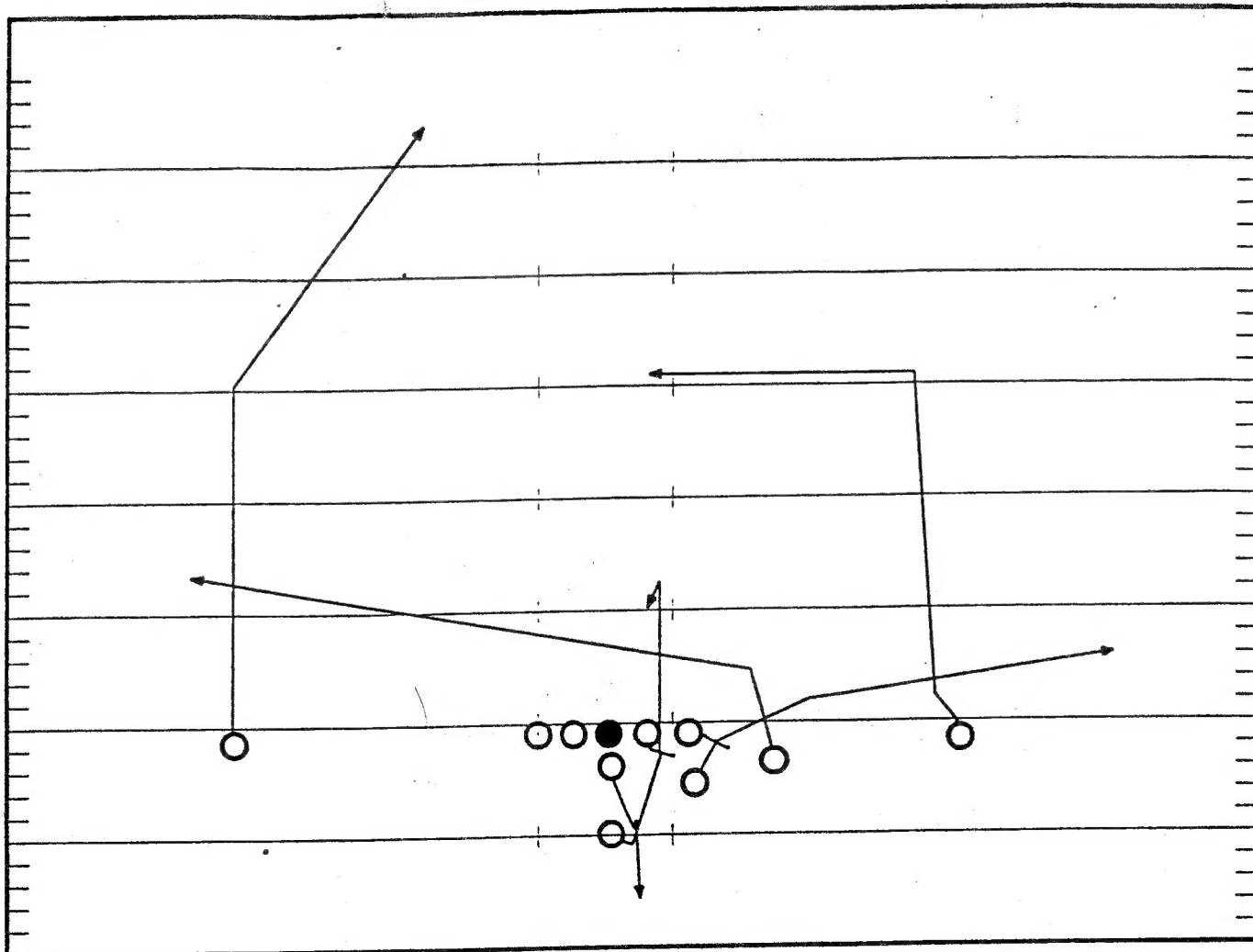


322 EXXON



Z	8, (Lock)
X	6, (Break-off)
Y	Hard 22 Action. Check, Flat
W	2
R	322 Draw Action. Check, Check Down
QB	Fake 22 Draw Action. Leverage Read.
FORM	
&	

322 ZORRO



Z	6
X	8 (Lock) (Break-off)
Y	Hard 22 Action. Check, Flat
W	2
R	322 Draw Action. Check, Check Down
QB	Fake 22 Draw Action, Leverage Read.
FORM &	